AMIGA POWER ISSUE 34 FEBRUARY 1994

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

STAY COOL

Cool Spot exclusive demo and review!

Also reviewed in this issue: F1, Skidmarks, Fury of the Furries, Bubba'n'Stix,Star Trek, Campaign 2, Civilisation AGA and loads more! It's almost too exciting to be true! Yes.

YOURS WITH ISSUE 34 OF AMIGA POWER

2 GAMES ON THIS DISK

COOL SPOT

You ain't never seen nothing this cool. A taster of summer happiness to help you through those winter blues.

SMIDGE

disk 34

Fun PD platformer that's better than most full-price games.

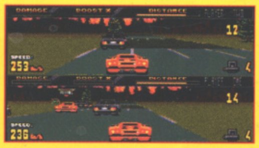
AMIGA POWER

YOURS WITH ISSUE 34 OF AMIGA POWER

2 GAMES ON THIS DISK

LAMBORGHINI AMERICAN CHALLENGE

Vrooom and lots of other speedy words are what's needed to describe this ace driving game.



GORF

disk 34

That arcade classic in full. It's enough to make you blub into your beer.

AMIGA POWER

Future PUBLISHING
Your guarantee of value

ISSUE 34 £3.95 FEBRUARY 1994

ISSUE 34

WING COMMANDER 1
8.99

F1 GRAND PRIX
13.49

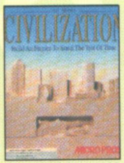
SPECIAL FORCES
9.99

SENSI SOCCER '92/'93
12.49

B17
12.49

ARABIAN NIGHTS
8.49

LEMMINGS 2
14.49


CIVILISATION A1200
16.49

SPEEDBALL 2
7.99

DELUXE PAINT 3
9.99

SOCCER KID
18.99

I.C.F.T.D +ANTS
14.99

PREMIERE
11.99

INT'L RUGBY
7.99

LOTUS 3
10.49

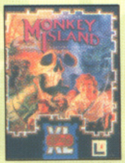
NIGEL MANSELL'S
8.99

PREMIER MGR
9.99

ZOOL
10.49

KNIGHTS OF THE SKY
12.99

LINKS (GOLF)
12.99

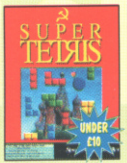

S OF MONKEY ISL
12.99

DOGFIGHT
22.99

SHADOWORLDS
8.99

ELITE
12.99

MICROPROSE GOLF
12.99

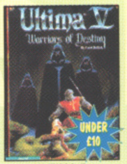


SUPER TETRIS
9.99

HOOK
11.49

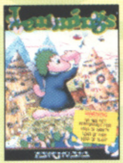
SLEEPWALKER
12.99

POOLS OF DARKNESS
9.99



ULTIMA 5
9.49

D MASTER + CHAOS
13.99


LEMMINGS
12.49

SPACE HULK
22.99

IMPORTANT – PLEASE NOTE

NOP = will not work on A500 Plus, A600 or A1200.

NO12 = will not work on the A1200.

1 MEG = requires at least 1 meg of RAM to run.

• = NEW Item

688 ATTACK SUB	10.49
A-TRAIN (1 MEG)	22.99
A-TRAIN CONSTRUCTION SET (1 MEG)	12.49
A320 AIR-BUS (1 MEG) (NOP)	18.99
A320 AIRBUS (USA VERSION) (1 MEG)	22.49
ADDAMS FAMILY (1 MEG)	9.99
ADVANTAGE TENNIS (NO12)	17.49
AIR BUCKS	18.49
AIR FORCE COMMANDER (1 MEG)	18.49
AIR SUPPORT	17.49
AIR, LAND & SEA (688 ATTACK SUB, INDY 500, F18 INTERCEPTOR) (NO12)	23.49
AIRBUCKS 1.2 (A1200 VERSION)	20.99
ALIEN 3	18.99
ALIEN BREED (SPECIAL EDITION) (1 MEG)	9.49
ALIEN BREED 2 (1 MEG)	17.49
ALIEN BREED 2 (A1200 VERSION)	18.99
AMBERSTAR	18.49
AMERICAN GLADIATORS (NO12)	16.99
AMNIOS	6.99
ANOTHER WORLD	12.49
APIDYA	8.49
APOCALYPSE (1 MEG)	18.49
ARABIAN NIGHTS	8.49
ARCHER MACLEAN'S POOL	18.49
ARKANOID 2	7.99
ASSASSIN (1 MEG)	12.49
ASSASSIN REMIX	10.99
B.A.T 2	23.49
B17 FLYING FORTRESS (1 MEG)	12.49
BATMAN RETURNS	18.99
BATMAN THE MOVIE	7.99
BATTLE ISLE 93	16.49
BATTLE OF BRITAIN	11.49
BEACH VOLLEY (NO12)	7.99
BENEATH THE STEEL SKY (1 MEG)	20.99
BENEFACTOR (1 MEG)	20.49
BILL'S TOMATO GAME	17.49
BLADE OF DESTINY (1 MEG)	25.49
BLASTAR (1 MEG)	14.49
BLOB (1 MEG)	14.49
BLUES BROTHERS	7.49
BOB'S BAD DAY	17.99
BODY BLOWS (1 MEG)	16.99
BODY BLOWS (A1200 VERSION)	19.49
BODY BLOWS GALACTIC (1 MEG)	17.49
BODY BLOWS GALACTIC (A1200 VERSION)	18.99
BRIAN THE LION	17.99
BUBBA 'N' STIX	16.99
BURNING RUBBER	17.99
BURNING RUBBER (A1200 VERSION)	18.49
CADAVER (NO12)	9.49
CAESAR (1 MEG) (NO12)	18.49
CAESER DELUXE	18.49
CAMPAIGN (1 MEG)	22.49
CAMPAIGN 2 (1 MEG)	22.99
CANNON FODDER (1 MEG)	20.49
CARDIACS	9.49
CELTIC LEGENDS	16.49
CHAMPIONSHIP MANAGER 93 UPDATE DISK (1 MEG)	9.49
CHAMPIONSHIP MANAGER 93/94 (1 MEG)	17.99
CHAOS ENGINE	17.49
CHAOS ENGINE (A1200 VERSION)	18.49
CHUCK ROCK 2 (1 MEG)	10.49
CIVILISATION (1 MEG)	23.49
CIVILISATION (A1200 VERSION)	16.49
COMBAT AIR PATROL	20.49
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12)	19.99
COOL SPOT	20.49
COOL WORLD (1 MEG)	17.99
CORPORATION •	8.99
CORRUPTION (M/SCROLLS)	7.49
CREEPERS	18.49
CRUISE FOR A CORPSE	11.99
CRYSTAL KINGDOM DIZZY	13.49
CYBERPUNK	16.99
CYBERSPACE (1 MEG)	22.99
DARKMERE (1 MEG)	20.49
DARKSEED (1 MEG)	21.49
DENNIS	18.49
DENNIS (A1200 VERSION)	19.49
DESERT STRIKE (1 MEG)	19.49
DISPOSABLE HERO	16.99
DIZZY PANIC	6.99
DIZZY PRINCE YOLKFOLK	7.99
DIZZY'S EXCELLENT ADVENTURE	16.49
DOGFIGHT (1 MEG)	22.99
DONK (1 MEG)	18.49
DOODLEBUG	11.49
DRACULA (1 MEG)	20.49
DREAMLANDS (TRANSARTICA, STORM MASTER, ISHAR) (1 MEG)	18.99
DREAMWEB (1 MEG)	22.99
DUNE (1 MEG)	19.49
DUNE 2 - BATTLE FOR ARRAKIS (1 MEG)	20.49
DUNGEON MASTER & CHAOS STRIKES BACK (1 MEG)	13.99
DYNA BLASTERS	20.49
ELITE	12.99
ELITE 2 (FRONTIER) (1 MEG)	19.99
EPIC (1 MEG)	19.99
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (NO12)	7.99
EUROPEAN CHAMPIONS (1 MEG)	17.99
EYE OF THE BEHOLDER (SSI) (1 MEG)	13.99
EYE OF THE BEHOLDER 2 (1 MEG)	24.49
F1 (DOMARK) (1 MEG)	17.99
F117A STEALTH FIGHTER 2.0 (1 MEG)	22.99
F15 STRIKE EAGLE 2 (1 MEG)	12.49
F17 CHALLENGE	10.49
F19 STEALTH FIGHTER (NOP)	7.99
F29 RETALIATOR (1 MEG) •	10.49
FABLES & FIENDS - LEGEND OF KYRANDIA (NO12) (1 MEG)	23.99
FACE OFF ICE HOCKEY (NO12)	9.49
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) (1 MEG) (NO12)	23.49
FIRST DIVISION MANAGER	7.99
FIRST SAMURAI + MEGA LO MANIA (NO12)	13.99
FLAMES OF FREEDOM (MIDWINTER 2)	10.99
FLASHBACK (1 MEG)	20.99
FOOTBALLER OF THE YEAR 2 (NO12)	8.49
FORMULA 1 GRAND PRIX	13.49
FUTURE WARS (NO12)	10.49
G2 (1 MEG)	17.99
GAUNTLET 2	7.99
GEAR WORKS	15.49
GENESIA (1 MEG)	20.49
GHOULS 'N' GHOSTS	7.99
GLOBDULE	20.49
GOAL	14.49
GOBLIIINS 2	18.49
GOLF WORLD CLASS LEADERBOARD	8.99
GRAHAM GOOCH DATA DISK	13.99
GRAHAM GOOCH WORLD CLASS CRICKET (1 MEG)	18.49
GRAHAM TAYLOR'S SOCCER MANAGER (1 MEG)	9.49
GRAND PRIX CIRCUIT	9.49
GUNSHIP 2000 (1 MEG)	22.99
HEAD OVER HEELS	7.99
HEROQUEST + DATA DISK (NO12)	8.99
HEROQUEST 2 - THE LEGACY OF SORASIL (1 MEG)	16.99
HILL STREET BLUES (NO12)	9.49
HIRED GUNS (1 MEG)	22.49
HISTORYLINE 1914-18 (1 MEG)	22.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN T HE MOVIE) D/S (NOP)	9.99
HOOK	11.49
HUMANS 2 (1 MEG)	18.99
HUMANS DATA DISK (NO12)	18.49
HUNTER (NO12)	7.99
IK+	7.99
IMMORTAL (NO12)	10.49
INDIANA JONES 2 ACTION (FATE OF ATLANTIS)	17.99
INDIANA JONES ACTION	5.99
INDIANA JONES ADVENTURE	11.49
INDIANA JONES FATE OF ATLANTIS ADVENTURE (1 MEG)	24.49
INNOCENT (1 MEG)	22.99
INTERNATIONAL RUGBY CHALLENGE	7.99
ISHAR 2 - LEGIONS OF CHAOS (1 MEG)	18.49
ISHAR 2 - LEGIONS OF CHAOS (A1200 VERSION)	18.99
IT CAME FROM THE DESERT PLUS ANT HEADS DATA DISK (1 MEG)	14.99
JACK NICKLAUS GOLF	6.49
JAGUAR XJ220 (1 MEG)	9.99
JAMES POND	8.49
JIMMY WHITES SNOOKER	15.99
JINXTER (M/SCROLLS)	4.49
JOHN MADDEN'S (U.S) FOOTBALL	17.99
JURASSIC PARK (1 MEG)	17.99
JURASSIC PARK (A1200 VERSION)	19.49
K240 (UTOPIA 2) (1 MEG)	18.49
KEVIN KEEGAN'S PLAYER MANAGER (1 MEG) •	19.99
KGB	20.49
KICK OFF 2 (1 MEG) (NO12)	9.49
KINGMAKER (1 MEG) •	23.49
KINGS QUEST 1	11.49
KINGS QUEST 6 (1 MEG) •	22.99
KNIGHTS OF THE SKY (1 MEG)	12.99
KRUSTY'S SUPER FUN HOUSE	18.99
LAST NINJA 2 (NO12)	7.99
LEGEND (WORLD OF LEGEND)	9.99
LEGENDS (KRISALIS) (1 MEG)	18.99
LEGENDS OF VALOUR (1 MEG)	23.49
LEISURE SUIT LARRY 1 (1 MEG)	11.49
LEMMINGS	12.49
LEMMINGS DATA DISK - OH NO!	4.99
LEMMINGS 2	14.49
LINKS - THE CHALLENGE OF GOLF (1 MEG)	12.99
LIONHEART	17.99
LOMBARD RAC RALLY	7.99
LORD OF THE RINGS	17.49
LOST VIKINGS	19.99
LOTUS 3 - THE FINAL CHALLENGE (1 MEG) (NO12)	10.49
LOTUS TURBO CHALLENGE 2 (NO12)	9.99
LURE OF THE TEMPTRESS (1 MEG)	19.49
M1 TANK PLATOON (1 MEG)	11.49
MAGIC BOY	17.99
MAGICIAN'S CASTLE (1 MEG)	20.49
MAGICLAND DIZZY	7.99
MANCHESTER UNITED	9.49
MANCHESTER UNITED EUROPE	9.49
MANIAC MANSION (NO12)	10.49
MICRO MACHINES	16.99
MICROPROSE 3D GOLF (1 MEG)	12.99
MIDWINTER (NO12)	10.49
MIG 29 (1 MEG)	10.49
MONOPOLY	18.49
MORTAL KOMBAT (1 MEG)	20.49
MR NUTZ (A1200 VERSION)	19.49
NEW ZEALAND STORY (NO12)	7.99
NICK FALDO'S GOLF	22.49
NICKY BOOM 2	19.49
NIGEL MANSELL'S WORLD CHAMP'SHIP (1 MEG)	8.99
NIGEL MANSELL'S WORLD CHAMP'SHIP (A1200 VERSION)	18.49
NIPPON SAFES (1 MEG)	20.49
NO SECOND PRIZE	16.99
ONE STEP BEYOND (1 MEG)	14.99
OPERATION STEALTH (NO12)	11.49
OPERATION WOLF (NO12)	7.99
OVERDRIVE (1 MEG)	16.99
PANG	7.99
PANZA KICK BOXING (NO12)	8.99
PARASOL STARS	8.99
PATRICIAN (1 MEG)	20.49
PERIHELION (1 MEG)	20.49
PGA TOUR GOLF + COURSES	19.99
PGA TOUR GOLF COURSE DISK	11.99
PINBALL DOUBLE PACK (PINBALL DREAMS & FANTASIES) (1 MEG)	21.49
PINBALL DREAMS (1 MEG)	13.49
PINBALL FANTASIES	18.49
PIRATES (NOP)	10.49
PITFIGHTER	7.99
POOLS OF DARKNESS	9.99
POPULOUS & PROMISED LANDS (NO12)	10.49
POPULOUS & SIM CITY	17.49
POPULOUS 2 (1 MEG) + CHALLENGE DATA DISK	22.49
POPULOUS 2 CHALLENGE DATA DISK (1 MEG)	12.49
POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS)	14.49
PREMIER MANAGER (1 MEG)	9.99
PREMIER MANAGER 2 (1 MEG)	16.49
PREMIERE (1 MEG)	11.99
PRIME MOVER	17.99
PRINCE OF PERSIA (1 MEG)	7.99
PRO TENNIS TOUR 2	12.49
PROJECT X (SPECIAL EDITION) (1 MEG)	10.49
PUGGSY (1 MEG)	20.49
PUSH-OVER (1 MEG)	17.49
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) (NO12)	13.49
QUESTRON 2 (SSI) (NO12)	5.49
QWAK	9.99
R-TYPE (NO12)	7.99
RAILROAD TYCOON (1 MEG)	14.49
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP)	9.99
RALLY (1 MEG)	20.49
RAVING MAD (MEGA TWINS, JAMES POND 2 - ROBOCOD, RODLAND)	11.49
REACH FOR THE SKIES	20.49
RICK DANGEROUS (NO12)	7.99
ROAD RASH	17.99
ROBIN HOOD LEGEND QUEST	7.99
ROBOCOD AEG (A1200 VERSION)	19.49
ROBOCOP 2	7.99
ROBOCOP 3 (NO12)	13.49
ROLLING RONNY (NO12)	9.49
RORKE'S DRIFT	8.99
RULES OF ENGAGEMENT 2	21.49
RYDER CUP	18.49
RYDER CUP (A1200 VERSION)	18.49
SABRE TEAM	11.99
SCRABBLE (US GOLD)	19.49
SECOND SAMURAI (1 MEG)	20.49
SECRET OF MONKEY ISLAND (1 MEG)	12.99
SECRET OF MONKEY ISLAND 2 (1 MEG)	24.49
SENSIBLE SOCCER ('92/93 SEASON)	12.49
SHADOW OF THE BEAST 2 (WITH T-SHIRT)	9.49
SHADOW OF THE BEAST 3	19.99
SHADOWLANDS	9.49
SHADOWORLDS (N012)	8.99
SHUTTLE (1 MEG)	17.49
SILENT SERVICE 2 (1 MEG) (NOP)	14.49
SIM CITY DELUXE (SIM CITY, FUTURE CITIES & TERRAIN EDITOR)	22.99
SIM LIFE (A1200 VERSION)	22.99
SIMON THE SORCERER (1 MEG)	22.49
SIMON THE SORCERER (A1200 VERSION)	25.49
SLEEPWALKER	12.99
SOCCER KID	18.99
SOCCER KID (A1200 VERSION)	19.49
SOUP TREK (THE SEARCH FOR STOCK)	18.99
SPACE CRUSADE + DATA DISK (NO12)	14.49
SPACE HULK	22.99
SPECIAL FORCES (1 MEG)	9.99
SPEEDBALL 2 •	7.99
SPIRIT OF EXCALIBUR (1 MEG) (NOP)	9.49
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) (1 MEG) (NO12)	20.49
STAR TREK - 25TH ANNIVERSARY (A1200 VERSION)	22.49
STARDUST	12.49
STEVE DAVIS SNOOKER	10.49
STORM MASTER	10.49
STREETFIGHTER 2	10.99
STRIKER (1 MEG)	8.99
STUNT CAR RACER (NO12)	7.99
SUPER CARS (NO12)	7.49
SUPER CARS 2 (NOP)	9.49
SUPER FROG (1 MEG)	16.99
SUPER HANG ON	7.99
SUPER HERO	19.99
SUPER SPACE INVADERS	9.49
SUPER TETRIS	9.99
SWITCHBLADE 2 (NO12)	9.49
SWIV (NOP)	8.99
SYNDICATE (1 MEG)	22.49
T2 (COIN OP) (1 MEG)	20.49
TERMINATOR 2	20.99
TFX (A1200 VERSION)	22.99
THE BLUE & THE GREY (1 MEG)	18.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TEXT ADVENTURES) (NO12)	18.99
THE SETTLERS	23.49
THEATRE OF DEATH	20.49
THUNDERHAWK	8.99
TITUS THE FOX	9.49
TORNADO (1 MEG)	21.49
TRANSARCTICA	18.49
TROJAN - ALIEX (LIGHT PHAZER GAME)	7.49
TROJAN - CYBER ASSAULT (LIGHT PHAZER GAME)	7.49
TROJAN - FIRESTAR (LIGHT PHAZER GAME)	7.49
TROJAN - THE ENFORCER (LIGHT PHAZER GAME)	7.49
TURRICAN	7.99
TURRICAN 2	7.99
TURRICAN 3 (1 MEG)	17.99
TV SPORTS FOOTBALL (NO12)	6.49
ULTIMA 5 (NO12)	9.49
URIDIUM 2 (1 MEG) •	17.99
UTOPIA + DATA DISK	11.99
VIKINGS - FIELD OF CONQUEST (1 MEG)	11.49
VROOM (NO12)	13.49
WALKER	19.99
WAR IN THE GULF	19.99
WARZONE •	8.99
WHEELS OF FIRE (HARD DRIVIN', POWERDRIFT, CHASE H.Q, TURBO OUTRUN) (NO12)	13.49
WHEN TWO WORLDS WAR (1 MEG)	21.49
WING COMMANDER 1 (1 MEG)	8.99
WIZ 'N' LIZ	20.49
WIZ-KID	17.49
WONDERDOG	16.99
WOODY'S WORLD	17.99
WWF WRESTLING (NO12)	9.99
WWF WRESTLING 2 (1 MEG)	17.49
XENON 2 MEGABLAST	8.49
XMAS LEMMINGS	14.49
YO JOE!	20.99
ZAK MCKRACKEN (NO12)	10.49
ZOOL (1 MEG)	10.49
ZOOL (A1200 VERSION)	18.49
ZOOL 2 (1 MEG)	16.99

AMIGA EDUATIONAL

ADI ENGLISH (11-12 YRS)	16.99
ADI FRENCH (12-13 YRS)	16.99
ADI FRENCH (13-14 YRS)	16.99
ADI JUNIOR COUNTING (6-7 YRS)	14.49
ADI JUNIOR READING (4-5 YRS)	14.49
ADI JUNIOR READING (6-7 YRS)	14.49
ADI MATHS (11-12 YRS)	16.99
ADI MATHS (12-13 YRS)	16.99
ADI MATHS (13-14 YRS)	16.99
AMOS EASY (FIRST STEPS TO PROGRAMMING)	22.49
FUN SCHOOL 2 (2-6)	8.49
FUN SCHOOL 2 (6-8)	8.49
FUN SCHOOL 3 (2-5 YRS)	14.49
FUN SCHOOL 3 (5-7 YRS)	14.49
FUN SCHOOL 3 (7+ YRS)	14.49
FUN SCHOOL 4 (2-5 YRS)	16.49
FUN SCHOOL 4 (5-7 YRS)	16.49
FUN SCHOOL 4 (7+ YRS)	16.49
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11 YRS)	16.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+ YRS)	16.99
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13 YRS)	16.99
MEGA MATHS (A' LEVEL COURSE)	17.99
MICRO ENGLISH	17.99
MICRO FRENCH	17.99
MICRO GERMAN	17.99
MICRO MATHS	17.99
MICRO SCIENCE) (1 MEG)	17.99
MICRO SPANISH (1 MEG).	17.99
NODDY'S BIG ADVENTURE (FOLLOW UP TO NODDY'S PLAYTIME)	17.49
NODDY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+) (1 MEG)	17.49

NEW CLUB SHOP OPEN IN CHELMSFORD, ESSEX 2,000 SQ FT!

AMIGA UTILITY

3D CONSTRUCTION KIT (WITH FREE TUTORIAL VIDEO)	12.49
AMOS (GAMES CREATOR)	30.49
AMOS EASY (FIRST STEPS TO PROGRAMMING)	22.49
AMOS PROFESSIONAL (PROFESSIONAL VERSION OF WORLDS BEST SELLING GAMES CREATOR) MORE COMMANDS, MORE FLEXABILITY AND BETTER USER INTERFACE	32.49
AMOS PROFESSIONAL COMPILER (COMPILES AND SPEEDS UP PROGRAMS WRITTEN IN AMOS, EASY AMOS OR AMOS PROFESSIONAL)	24.49
DELUXE PAINT 3 (WITH ANIMATION)	9.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION)	55.49
DELUXE PAINT 4 (AGA FOR AMIGA 1200 WORKS IN 256 COLOUR AND NEW 8-BIT HAM MODE)	60.49
HOME ACCOUNTS	5.49
HOME ACCOUNTS 2	35.49
KID PIX (1 MEG)	19.49
KIND WORDS 3 WORD PROCESSOR (SUPERB FULLY FEATURED PACKAGE FOR LOW PRICE)	20.99
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES)	35.49
PC TASK (1 MEG). GOOD VALUE SIMPLE PC EMULATOR ALLOWING IBM PC APPLICATIONS TO BE USED ON YOUR AMIGA. PLEASE NOTE THAT THIS IS NOT SUITABLE FOR WINDOWS OR HIGH END APPLICATIONS. REQUIRES MS DOS 3.3 OR ABOVE. SUPPORTS HARD DISK DRIVE.	35.99
PEN PAL WORD PROCESSOR	37.99
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR INFOFILE DATABASE) (NOP)	18.99
PUBLISHER (PAGE LAYOUT PACKAGE). CAN PRODUCE BLACK AND WHITE NEWSLETTERS, FLYERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE (1 MEG) (NO12)	20.99
TECNOPLUS BUSINESS PACK FOR AMIGA (WORDWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE) (1 MEG)	59.99
WORDWORTH V.2 WORD PROCESSOR (1 MEG, AGA COMPATIBLE)	76.49
WORDWORTH V1.1E AMIGA 500 PLUS WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A500P)	80.49
WORDWORTH V1.1E AMIGA 600 WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A600)	95.49

AMIGA CD 32 SOFTWARE

FOR HARDWARE SEE OPPOSITE

ALFRED CHICKEN	20.49
ALIEN BREED (SPECIAL EDITION) •	12.49
ARABIAN NIGHTS (AGA)	12.99
BURNING RUBBER	21.99
CASTLES 2 •	20.49
D/GENERATION	20.49
DONK	19.99
F17 CHALLENGE •	12.49
JOHN BARNES •	12.99
JURASSIC PARK	25.49
K240 (NAGA)	19.49
LITTLE DEVIL	21.99
LORD OF THE RINGS 2 •	20.49
LOTUS TRILOGY (LOTUS 1, 2, 3)	24.99
MICROCOSM	29.99
OVERKILL & LUNER-C •	20.49
PINBALL FANTASIES	20.99
PROJECT X •	12.49
QUAK •	12.49
ROBOCOD	20.99
RYDER CUP	21.99
SENSIBLE SOCCER •	17.99
SLEEPWALKER	21.99
TFX	24.99
ZOOL	21.99
ZOOL 2	21.99

PLEASE ORDER EARLY FOR XMAS 0279 600204

COMPETITION PRO EXTRA JOYSTICK CLEAR BASE, MICROSWITCHED WITH AUTOFIRE
11.49

QUICKSHOT 128F MAVERICK 1 JOYSTICK AUTOFIRE
11.99

QUICKSHOT 137F PYTHON JOYSTICK AUTOFIRE
9.99

FREEWHEEL STEERING WHEEL (DIGITAL)
25.99

SUPER PRO ZIP STICK MICRO - SWITCHED AUTOFIRE
11.99

CHEETAH BUG JOYSTICK MICRO-SWITCHED AUTOFIRE
13.99

QUICKJOY JET FIGHTER JOYSTICK MICRO-SWITCHED AUTOFIRE
11.99

SAITEK MEGAGRIP 2 JOYSTICK AUTOFIRE
11.49

BOLLISTICK HAND HELD JOYSTICK MICRO-SWITCHED AUTOFIRE
10.99

GRAVIS JOYSTICK FOAM PADDED GRIP, ADJUSTABLE HANDLE TENSION AND PROGRAMMABLE FIRE BUTTONS
22.99

KONIX SPEEDKING ANALOGUE JOYSTICK ENABLES PROPORTIONAL CONTROL ON SUITABLE SOFTWARE, AUTOFIRE
11.99

LOGIC 3 PINTO MINI JOYSTICK MICRO-SWITCHED
10.99

LOGIC 3 QUATRO JOYSTICK MICRO-SWITCHED
10.99

MINI COMPETITION PRO 5000 JOYSTICK MICRO-SWITCHED
13.99

POWER PLAY CRUISER TURBO JOYSTICK MICRO-SWITCHED AUTOFIRE
11.49

QUICKJOY QJ1 JOYSTICK MICRO-SWITCHED
7.99

QUICKJOY TOP STAR JOYSTICK MICRO-SWITCHED AUTOFIRE
17.49

SCORPION JUNIOR JOYSTICK
7.99

SCORPION PLUS JOYSTICK ARCADE STYLE WITH TURBO FIRE.
9.99

SLIKSTIK JOYSTICK
5.99

SWIFT TP200 JOYPAD TURBO FIRE AUTOFIRE.
8.99

ALFA MEGAMOUSE 2 260 DPI, HIGH QUALITY
11.99

DATALUX MOUSE (200 DPI, CLEAR DESIGN)
15.99

MOUSE MAT
4.99

QUICKJOY FOOT PEDAL
18.99

COMMODORE AMIGA A600 AWARD WINNERS PACK 1/0

WITH SPACE ACE, KICK OFF 2, POPULOUS, PIPEMANIA, DELUXE PAINT 3 & LEMMINGS GAME BUILT-IN TV MODULATOR, WORKBENCH 2.0, 1 MEG RAM EXPANDABLE TO 10 MEG, MOUSE, 1 YEAR IN-HOME SERVICE WARRANTY

179.99

COMMODORE A1200 DESKTOP DYNAMITE PACK

SAVE £60
PLUS ELITE 2 & LEMMINGS GAMES
DESKTOP DYNAMITE

PRICES AND SPECIFICATIONS MAY CHANGE ON THESE PACKS. PLEASE PHONE BEFORE ORDERING

WITH WORDWORTH 2.0 AGA WORD PROCESSOR, DELUXE PAINT IV, PRINT MANAGER, OSCAR AND DENNIS. MOUSE, TV MODULATOR, 2 MEG RAM EXPANDABLE TO 10 MEG, 32 BIT 68020 14 MHz PROCESSOR, AGA GRAPHICS CHIPSET, 1 YEAR IN-HOME SERVICE WARRANTY. PLUS LEMMINGS &

ELITE 2

OUR NUMBER ONE AMIGA GAME

STAR BUY **319.99** STAR BUY

COMMODORE AMIGA CD-32 CONSOLE

SAVE £14
32bit
AMIGA CD32

WITH OSCAR AND DIGGERS GAME. PLUS WING COMMANDER & DANGEROUS STREETS. CD BASED CONSOLE WITH AMIGA A1200 POWER, 256,000 COLOURS FROM 16 MILLION, FAST 68020 PROCESSOR, 2 MEG RAM AND 11 BUTTON JOYPAD. PLAYS AUDIO CD'S AND CD+G DISCS. FULL MOTION VIDEO ADAPTOR AVAILABLE.

BEST BUY **285.99** BEST BUY

CHRISTMAS CONSOLES

ALL GENUINE UK VERSIONS

MEGADRIVE 2 + ALADDIN + 2 CONTROL PADS	112.99
MEGA CD 2 + 7 GAMES	239.99
GAME GEAR + COLUMNS	69.99
SUPER NES + ALADDIN + 1 CONTROL PAD + FREE SN PROPAD!	124.99
SUPER NES + MARIO ALL STARS + 1 CONTROL PAD +FREE SN PROPAD!	124.99
GAMEBOY + FREE KONIX HOLSTER	39.99

CHELMSFORD CLUB SHOP

OPEN 10am 'til 8pm 7 DAYS A WEEK

43 Broomfield Road,
Chelmsford, Essex.
(Just round the corner from the Bus Station)

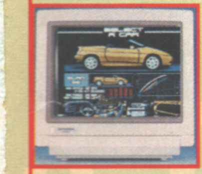
FOR A FREE 12 PAGE COLOUR CATALOGUE PLEASE CALL 0279 600204

SCART TELEVISION / MONITORS

SONY KVM1400 14" FST COLOUR TV/ MONITOR+ REMOTE CONTROL. 60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE OR SNES).
FREE £10 SPECIAL RESERVE GIFT VOUCHER

SONY TV (GREY)	194.99
SONY TV (WHITE)	194.99
SONY TV + FASTEXT	249.99



COMMODORE 1084S COLOUR MONITOR FOR ANY AMIGA

STEREO SOUND, OFFICIAL UK VERSION INCLUDES AMIGA MONITOR LEAD AND 1 YEAR WARRANTY................179.99

PRINTERS

CITIZEN SWIFT 90C COLOUR PRINTER 9 PIN, 80 COLUMN, 240CPS/54NLQ, 6NLQ FONTS, 2 YEAR WARRANTY, FREE PRINTER LEAD. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.	164.99
CITIZEN SWIFT 200C PRINTER + COLOUR KIT 24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTYFREE PRINTER LEAD.	199.99
EPSON LQ100 PRINTER 24 PIN, 80 COLUMN, 250 CPS/72 LQ, 8 FONTS (2 SCALEABLE), QUIET 50DB NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER LEAD. 1 YEAR WARRANTY. EXCEPTIONAL QUALITY LOW COST 24 PIN PRINTER	164.99
PANASONIC KXP2123 COLOUR PRINTER 24 PIN, 80 COLUMN, 192 CPS/64LQ, 7 FONTS (1 SCALEABLE), EXTREMELY QUIET 43.5 DBA NOISE LEVEL, FREE PRINTER LEAD, 1 YEAR WARRANTY. ONE OF THE QUIETEST DOT MATRIX PRINTERS ON THE MARKET	214.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac.

MEMORY UPGRADES

1 MEGABYTE A500 PLUS RAM UPGRADE WITH CLOCK	29.99
1 MEGABYTE A600 RAM UPGRADE WITH CLOCK	39.99
4 MEG PCMCIA UPGRADE FOR A600 OR A1200. PLUGS DIRECTLY INTO SMART CARD SLOT. THESE ARE NOT BATTERY BACKED AND CAN'T BE USED AS A DISK, ONLY AS RAM.	169.99
512K AMIGA RAM WITH CLOCK FOR A500 AND A500+	24.99
512K AMIGA RAM WITHOUT CLOCK FOR A500 AND A500+	19.99
MICROBOTICS 1230XA 40MHZ ACCELERATOR FOR AMIGA A1200. MEMORY EXPANSION /ACCELERATOR FITS INTO TRAPDOOR SLOT ON A1200. REAL TIME CLOCK. 68030 PROCESSOR WITH OPTIONAL CO-PROCESSOR SLOT. EXPANDABLE TO 128MB IN TOTAL	229.99

MICROBOTICS EXPANSIONS FOR MICROBOTICS 1230XA ACCELERATOR. PLUG IN MODULES EASILY FITTED IN MINUTES.

2 MEG EXPANSION	99.99
4 MEG EXPANSION	189.99

WORK CENTRES

DELUXE WORK CENTRE (RSD) (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER)

(DISK DRIVE, MONITOR AND COMPUTER NOT INCLUDED)

DELUXE WORK CENTRE (RSD) FOR A1200	42.99
DELUXE WORK CENTRE (RSD) FOR AMIGA A600	37.99
DELUXE WORK CENTRE (RSD) FOR AMIGA A500 OR A500 PLUS AS ABOVE PLUS JOYSTICK/MOUSE EXTENDER CABLE SET, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER)	42.99

DISK DRIVES

EXTERNAL 3.5" DISK DRIVE FOR ANY AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. 880K FORMATTED CAPACITY, QUIET, HIGH QUALITY, SLIM LINE DESIGN, COLOUR MATCHED METAL CASE AND LONG REACH CONNECTION CABLE.	57.99
ZYDEC INTERNAL 3.5" DISK DRIVE FOR AMIGA A500 OR A500+. REPLACES EXISTING DRIVE. INVALIDATES WARRANTY WHEN FITTED. GG9326	47.99

SCANNER

ZYDEC HANDY SCANNER FOR ANY AMIGA. 100-400 DPI HIGH QUALITY RESOLUTION, 64 SIMULATED GREYSCALES, INCLUDES HIGHLY ACCLAIMED DAATASCAN PROFESSIONAL SOFTWARE PACKAGE	99.99

VIDEO EQUIPMENT

COMMODORE FULL MOTION VIDEO ADAPTOR FOR CD-32 (VIDEO-CD MPEG ADAPTOR). GIVES THE CD-32 THE CAPABILITY OF RUNNING VIDEO FROM CD (VIDEO-CD).	199.99
VIDI AMIGA 12 (AGA COMPATIBLE, CAPTURES COLOUR IMAGES FROM VIDEO MACHINE OR CAMCORDER. COMPATIBLE WITH TAKE 2, DELUXE PAINT 4 AND MOST ART PACKAGES)	84.99
VIDEOMASTER FOR AMIGA 500 OR 500 PLUS. COMBINED VIDEO DIGITISER AND AUDIO SAMPLER CAPABLE OF RECORDING QUARTER SCREEN MOVIES FOR USE IN PRESENTATIONS AND DEMOS. 1 MEG RAM REQUIRED	49.99

MUSIC & SOUND EQUIPMENT

TECHNOSOUND TURBO 2 SOUND SAMPLER FOR AMIGA. SOFTWARE INCLUDES REAL TIME SPECIAL EFFECTS AND WORKS WITH ANY AMIGA. 1 MEG RAM REQUIRED.	32.99
ZYDEC STEREO SPEAKERS FOR AMIGA WITH BUILT-IN AMPLIFIER & VOLUME CONTROLS	27.99
SCREENBEAT STEREO SPEAKERS REQUIRES 4AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS, INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR.	18.99
SCREENBEAT MAINS ADAPTOR FOR SCREENBEAT SPEAKERS	7.99
SOUND ENHANCER FOR AMIGA	29.99

LEADS

ANTI-SURGE 4 WAY MULTIPLUG EXTENSION LEAD FOR ANY ELECTRICAL DEVICE (EG. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES	23.99
JOYSTICK EXTENDER CABLE FOR AMIGA OR ST (3 METRES)	6.99
FOUR PLAYER JOYSTICK ADAPTOR	7.99
PORT EXTENSION ADAPTOR FOR AMIGA OR ST (PACK OF TWO). EXTENDS JOYSTICK AND MOUSE PORTS BY 21CMS	5.99
JOYSTICK SPLITTER CABLE FOR AMIGA OR ST. ALLOWS 2 JOYSTICKS TO BE CONNECTED TO 1 PORT	6.99
RGB EXTENDER CABLE FOR AMIGA 500 OR PLUS. ALLOWS TV MODULATOR TO BE EXTENDED FROM BACK OF MACHINE OR EXTENSION TO RGB MONITOR OR EXTERNAL DISK DRIVE	12.99

MISCELLANEOUS

CITIZEN PRINTER DRIVER KIT FOR AMIGA. SUITS ALL WORKBENCH VERSIONS FROM 1.3 TO 3.0 GIVES OUTSTANDING RESULTS	12.99
CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM)	17.99
DUST COVER FOR A1200 (CLEAR PVC)	4.99
DUST COVER FOR A600	4.99
DUST COVER FOR AMIGA A500 OR ATARI ST (CLEAR PVC)	4.99
DUST COVER FOR MONITOR (CLEAR PVC)	5.99
MOUSE HOUSE (HANDY PLACE TO STORE YOUR MOUSE)	4.49
SCREEN FILTER (GLASS) FOR 14" TV OR MONITOR. CUTS DOWN GLARE AND STATIC FROM MONITOR	34.99
ZYDEC AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER)	32.99
ANALOGUE JOYSTICK ADAPTOR FOR AMIGA. ALLOWS ANY 15 PIN ANALOGUE PC JOYSTICK TO BE USED ON ALL AMIGAS WITH GAMES THAT FEATURE ANALOGUE CONTROL	7.49
ROBOSHIFT INTERFACE FOR AMIGA OR ST (PLUGS MOUSE & JOYSTICK INTO ONE PORT)	12.99
3.5" DISK HEAD CLEANER	4.49
BANX DISK BOX 3.5" (80) STACKABLE	14.99
DISK BOX 3.5" (120) LOCKABLE, DIVIDERS	9.99
DISK BOX 3.5" PLASTIC FLIP TOP (10 CAPACITY)	2.49

DSDD 3.5" DISKS WITH LABELS

PACK OF 50
22.99

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN up to £10,000 worth of prizes FREE**

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS (UK)
(PLEASE PRINT IN BLOCK CAPITALS)

SEND

Name______________________________

Address____________________________

____

__________________Postcode ____________

Phone ______________Machine______________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00) ☐

item______________________________

item______________________________

item______________________________

item______________________________

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_______)

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Card expiry date__________Signature____________________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.** ***Overseas orders must be paid by credit card.***

THIS IS AMIGA POWER

AMIGA POWER

ISSUE 34 FEBRUARY 1994

DEPUTY EDITOR
Stuart Campbell

PRODUCTION EDITOR
Steve Faragher

STAFF WRITERS
Cam Winstanley
Steve McGill

ART EDITOR
Sal Meddings

ART ASSISTANT
Lisa Kellett

AD MANAGER
Gail Blincow

RESPONSIVE POLICY OPTIONS
Ali Sabah Al-Sabah

GROUP PRODUCTION MANAGER
Judith Middleton

PRODUCTION CONTROLLER
Claire Thomas

PRODUCTION CO-ORDINATOR
Tracy O'Donnell

PRODUCTION CONTROL ASSISTANT
Megan Doole

PAPER CONTROLLER
Fiona Deane

ADMIN ASSISTANT
Suzannah Angelo–Sparling

AD DESIGN
Michelle Trewavas

UNSUNG HEROINE
Faye Dunaway

PUBLISHER
Colin The Publisher

MANAGING DIRECTOR
Greg Ingham

PROMOTIONS ASSISTANT
Tamara Ward

CIRCULATION DIRECTOR
Sue Hartley

CHIEF EXECUTIVE
Chris Anderson

CONTRIBUTORS: **Jonathan Davies, Rich Pelley, Dave Golder, Steve Fardy, Jonathan Nash, Damien Noonan, and Ollie Alderton from last month – sorry, Ollie.**

LINO & SCANNING: **Simon Chittenden, Jon Moore, Chris Stocker, Simon Windsor, Jason Titley, Mark Gover**

COVERDISK: **Grants Computing**

PHOTOS: **Rob Scott, Pete Canning, and Winter the PC Gamer hamster.**

EDITORIAL & ADVERTISING
Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
Cary Court, Somerton, Somerset
TA11 6TB Tel 0458 74011

AMIGA POWER IS PRINTED IN THE UK

A member of the Audit Bureau of Circulations
ABC
Registered circulation
54,182
Jan – June 1993

AMIGA POWER would just like to say – Good luck, Matt. It's a big scary world out there.

© **Future Publishing 1994**

10 TRUE STORIES Some good news about the CD32! Who'd have thought it, eh?

13 THE GALLUP CHARTS Yes, we know it's the February issue, but here's the Christmas No.1.

16 THE SHAPE OF THINGS ETC Another truncated previews section this month, but hey, who actually likes previews anyway? Not us, mateys.

52 SUBSCRIBE! NOW! How good a deal does it have to be before you get the message and do it?

56 COMPLETE CONTROL Steve McGill takes you through the game that's closest to his heart (*Seek And Destroy*), plus all the usual old rubbish.

64 THE SECRET GARDEN These, in case you've been a bit confused, are our readers' classified ads pages. You can buy stuff, sell stuff, get married, anything you like, really.

67 WIN A(NOTHER) CD32! Don't get left behind – join the Amiga users of the 90s with one of these lovely state-of-the-art consoles, courtesy of Psygnosis. And AMIGA POWER, obviously.

80 HI HO SILVER LINING And of course, if you do win one, you'll want to keep up on happenings with our regular CD32 update pages. Yes.

83 DO THE WRITE THING Every single letter printed this month wins a free game! Don't you wish you'd got up off your bum and written one?

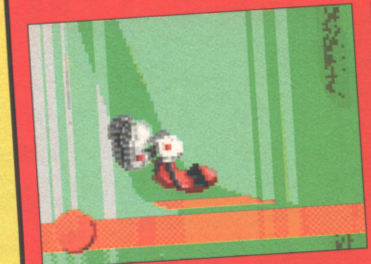
87 PUBLIC DOMAIN Captain Dave Golder brings you the very best free Christmas presents that you can get for your Amiga.

91 THE BOTTOM LINE Yes, we know, it's unbelieveable, but this is STILL a complete guide to every full-price Amiga game released in the last year. How do we do it? God knows.

96 BACK ISSUES/MAIL ORDER Incomplete collections of AMIGA POWER? No thanks. Don't believe in 'em.

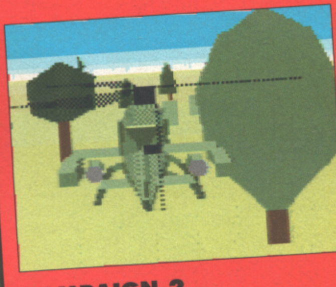
98 WISH YOU WERE HERE A brand new feature, in which we take you on holiday to some of the finest vacation destinations the Amiga's got to offer. Sun, sea, sand and second disk-drive recognition – we've got 'em all.

GAMES OF THEM

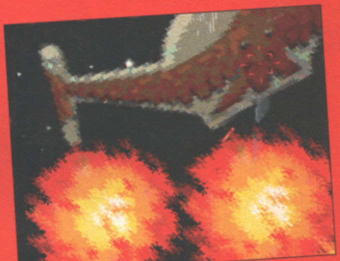


COOL SPOT
You know how we said "These are just early preview shots..."?
Page 26

F1
Domark save money on box ink with the year's top racer.
Page 30



CAMPAIGN 2
Cam, it's got tanks in it, you'll like this. Cam? What's wrong, Cam?
Page 36



STAR TREK
Dave, it's Star Trek. You'll love it. Dave? What's wrong, Dave?
Page 38

FURY OF THE FURRIES
Yeah, alright, so it doesn't *look* like a classic...
Page 42

GOBLINS 3
Well, alright, so it *looks* exactly the same as the other two...
Page 44

ALL THE LATEST NEWS ON THE CD32!

After all this time, we're *still* the only magazine that brings you a dedicated CD32 section. Read it, on pages 80-81.

izard has returned!

SIMON THE SORCEROR
This better not have a picture of *Second Samurai* above it.
Page 48

BU
The
we'

STUART WOULD JUST LIKE TO SAY: 'Get away, run away, far away, how do I escape from you?'

SAL WOULD JUST LIKE TO SAY: 'If you could bottle the smell of morning dew, I'd buy it.'

CAM WOULD JUST LIKE TO SAY: 'Hear that? It's the world's smallest violin.'

LISA WOULD JUST LIKE TO SAY: 'Can I have some sleep now, please?"

OVER 300

THAT'S THE MAGIC NUMBER

HEMONTH

ink

ge 30

ove it.

?

ge 38

xactly

o...

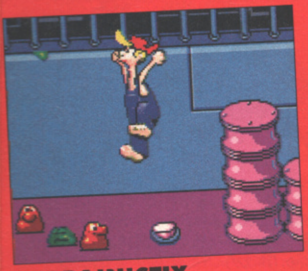
Page 44

OR

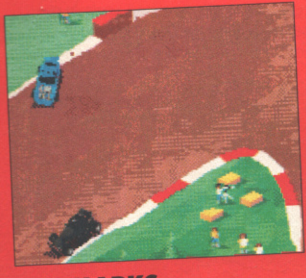
cture of

t.

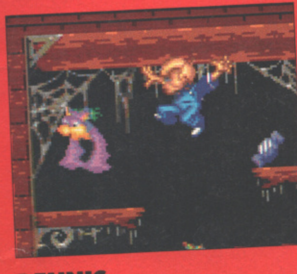
age 48



BUBBA'N'STIX
The best game starring a stick we've ever seen.
Page 34



SKIDMARKS
Steve, this one's got a bit of a smutty title, you'll love it. Etc.
Page 40



DENNIS
Alright, it *looks* like a load of utter drivel. But – oh. I see.
Page 46

NEXT MONTH

It's getting worse. We're not even exactly sure when the March issue of AMIGA POWER's *supposed* to come out now, far less when it actually *will*. But we reckon the 17th of February is the most likely date, so start queueing around then. Probably.

GAMES REVIEWED THIS ISSUE

FEBRUARY 1994

FULL PRICE

Bubba'n'Stix ---------------34
Campaign 2----------------36
Chaos Engine 1200 ------74
Civilisation 1200---------75
Cool Spot ------------------26
Dennis ---------------------46
F1 --------------------------30
Fatman ---------------------72
Fatman 1200---------------73
Fury Of The Furries ------42
Global Domination -------70
Goblins 3 ------------------44
Lamborghini Am. Chal. -68
Simon The Sorceror -----48
Skidmarks -----------------40
Snapperazzi ---------------69
Star Trek-------------------38

BUDGET

Ashes Of Empire----------79
F-29 Retaliator -----------78
Laser Squad --------------78
Lords Of Chaos------------77
Silly Putty-----------------77
Space Crusade ------------79

CD32

Alfred Chicken ------------98
Arabian Nights ------------98
Castles 2------------------98
John Barnes Football ---98
Nigel Mansell's etc-------99

PD

Black Dawn ---------------120
Drelbs---------------------120
Fingus The Fungus -----119
High Octane--------------120
Kung Fu Charlies -------120
Madfighters 1200-------119
Spacial Hyperdrive-----119

STEVE F WOULD JUST LIKE TO SAY: 'It's my go on *Cannon Fodder* Cam.'

STEVE M WOULD JUST LIKE TO SAY: 'I'd like to apologise to absolutely nobody.'

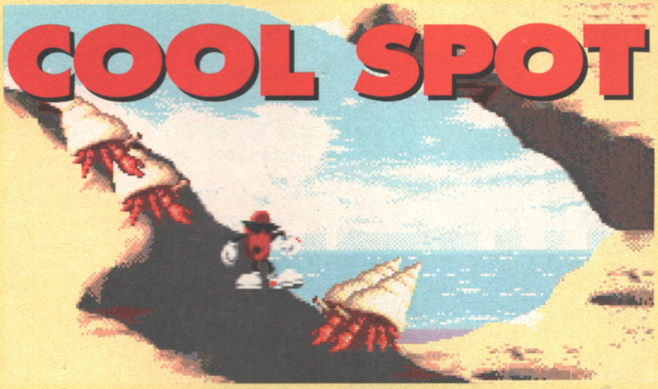
---

disk 34

Well, it was great while it lasted, but it's not Christmas anymore so back to two disks we go. But despair not, for they're a pretty spanking pair. We've got the biggest platformer of the year, and one of our favourite driving games of all time, and, well, lots more. Load 'em up, why doncha?

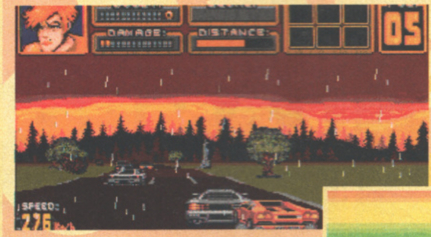
INTRODUCING DISK 34

COOL SPOT



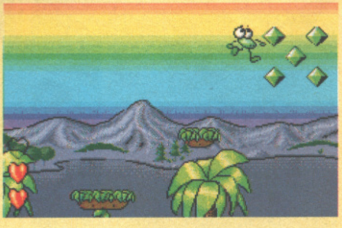
Not satisfied with our massive four-page review of this starting on page 26? Want to see it in action for yourself before you rush off and make an uninformed judgement with your Christmas money? Well, now you can, with this stonking great demo. We're too kind.

LAMBORGHINI AMERICAN CHALLENGE



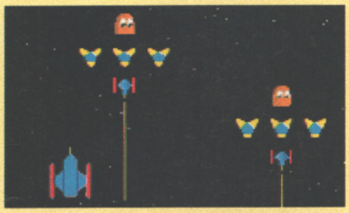
We loved it before (when it was *Crazy Cars 3*), and we love it even more now that it's got a two-player mode as well. Play our top one- or two-player demo levels and then you can love it too.

SMIDGE



The best PD game we've seen in ages – we liked it so much, in fact, we've even decided to forgive it for being a cute platformer. Levels aplenty here, guv.

GORF



And finally, from the author of issue 32's Space Invasion, another ancient coin-op gets the PD conversion treatment. Don't like this? Too bad, space cadet.

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 34, DisCopy Labs, PO Box 21, Daventry NN11 5BU. Send it to us, and we'll insult your grandmother.

disk 34

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

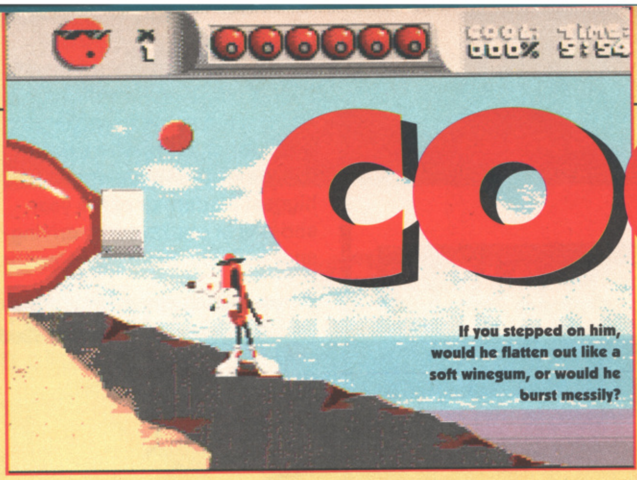
OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 34 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

COOL



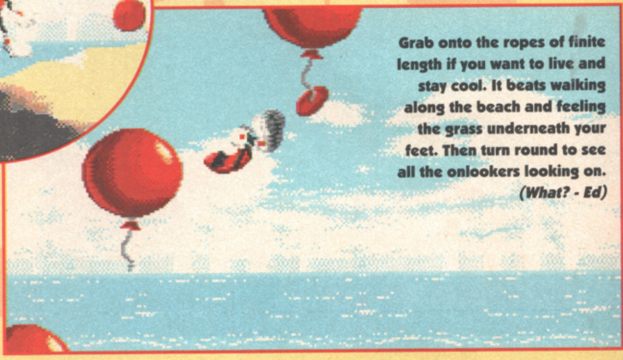
If you stepped on him, would he flatten out like a soft winegum, or would he burst messily?

COOL SPOT
Authors: Virgin

The host bounds into view, complete with fake smile and even faker tan. Come to think of it, his hair's a bit suspect too, and one of his eyes has a duller lustre than the other. Hmm, he's limping as well, almost as if... no, it couldn't be. But anyway... Mr Smarmy:

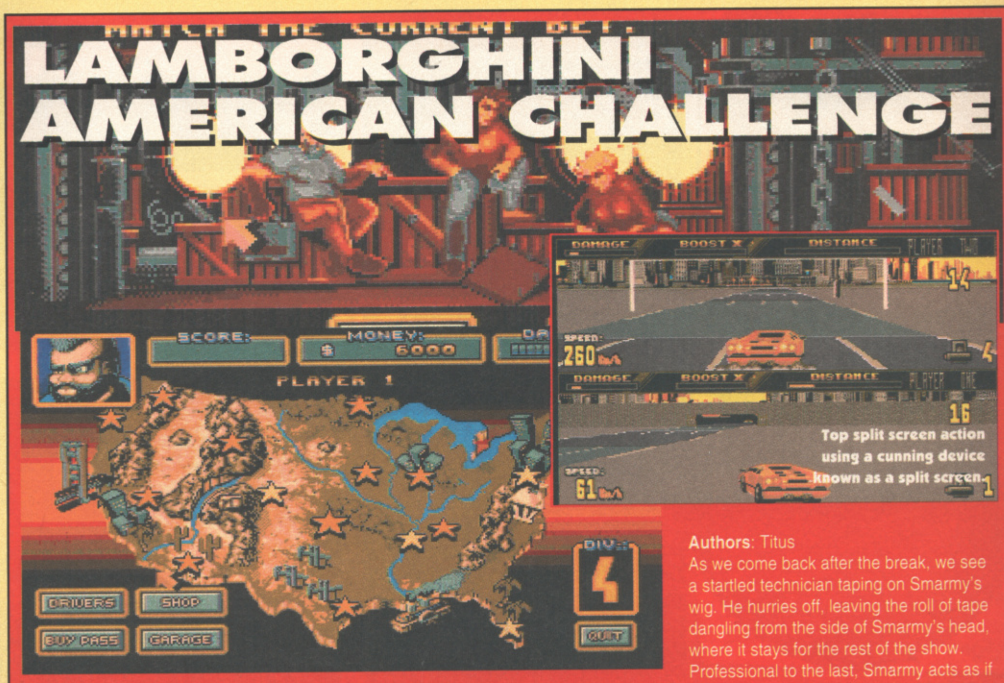
Heeeeellllllooooooooo! And welcome to part two of Jeopardy, the show where we give the answers and YOU ask the questions. In the playoff we've got Artemis Colon...
Artemis: Hello.
Mr Smarmy: ...playing against Marty Parentheses.
Marty: Hi Smarmy!
Mr Smarmy: Let's get right to answer number one. I am a small red dot with thin arms and legs. I am only an inch high, but am still a hero. I wear sunglasses even though I have no eyes, and I earn my living by being part of a soft drink logo. (Buzz!) Artemis...
Artemis: Er, what is Cool Spot?
Mr Smarmy: Correct-o-mundo! Number two, by throwing fizzy bubbles, I can attack crabs, insects and even boxer short-wearing crustaceans. I can fire in any direction, although when I fire up, I also jump at the same time. (Buzz!) Over to you Marty...
Marty: The question to that is 'how does Cool Spot defend himself?'
Mr Smarmy: Spot on, Marty! (The audience laughs at this clever and sophisticated wordplay) Number three, I must collect enough small red spots to get the message 'Find the Cage' to appear. At this point, I can find where my captive

Hey, what's your problem?



Grab onto the ropes of finite length if you want to live and stay cool. It beats walking along the beach and feeling the grass underneath your feet. Then turn round to see all the onlookers looking on. *(What? - Ed)*

LAMBORGHINI AMERICAN CHALLENGE



Top split screen action using a cunning device known as a split screen.

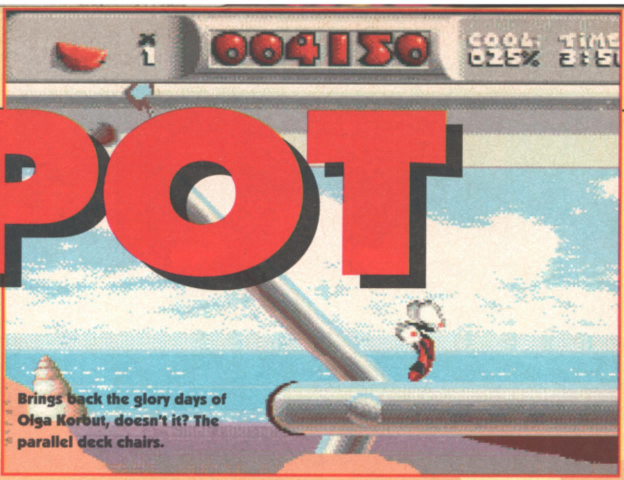
The map shows the courses you can race on in the full game. Your choice is New York.

Authors: Titus

As we come back after the break, we see a startled technician taping on Smarmy's wig. He hurries off, leaving the roll of tape dangling from the side of Smarmy's head, where it stays for the rest of the show. Professional to the last, Smarmy acts as if nothing has happened.

SPOT

Cool Spot has his own theories about helping out the homeless.



Brings back the glory days of Olga Korbut, doesn't it? The parallel deck chairs.

friend is and shoot the lock off, freeing him. If I find the spot with a V on it, it's worth seven normal spots. (Buzz!) Marty again...

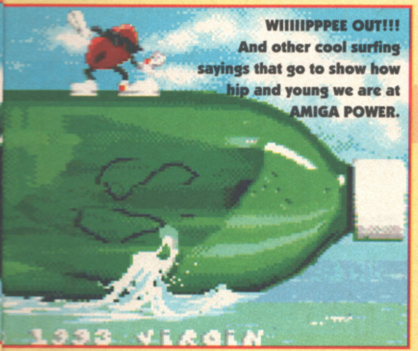
Marty: What is the aim of Cool Spot?

Mr Smarmy: You're right again! Now then Artemis, to stay in the running, you've got to get this one right. If languages represent reality there has to be something in common between the sentence and the state of affairs. This common structure in that sentences are pictures of possible facts. (Buzz!) Yes, Artemis, over to you...

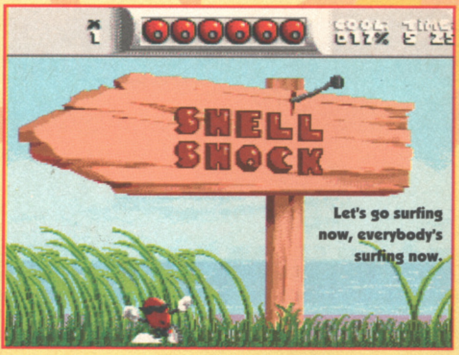
Artemis: What is the picture theory of meaning, as laid down in Wittgenstein's Tractatus logico – Philisophicus?

Mr Smarmy: That makes the scores equal! Join us after the break as we go onto the first of the head-to-head playoff contests. Catch you in 90 seconds!

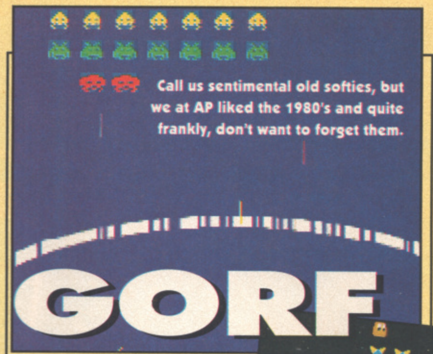
As he enthusiastically waves, first one, then both of Smarmy's arms fall off and clatter to the ground, quickly followed by his legs, wig, head and tan. It's not a pretty sight.



WIIIIPPPEE OUT!!! And other cool surfing sayings that go to show how hip and young we are at AMIGA POWER.



Let's go surfing now, everybody's surfing now.



Call us sentimental old softies, but we at AP liked the 1980's and quite frankly, don't want to forget them.

GORF
Author: Kev Gallagher

Quick fire round.

Mr Smarmy: What AMIGA POWER cover disk game has Kev previously written?

Artemis: *Space Invasion*, issue 32.

Mr Smarmy: Correct. What arcade classic is *Gorf* based on?

Marty: *Gorf*.

Mr Smarmy: Correct. What's practically the only thing missing form this varied and fun shoot 'em up that was in the original?

Artemis: The spooky laugh and the voice that said things like "Too bad, space cadet."

Mr Smarmy: Correct. Now think quickly Marty. You need to get this one to get through to round three. what do you use to fire in the game?

Marty: Erm, the fire button?

Mr Smarmy: That's it! He's done it!

Smarmy throws up his hands in delight, which sail majestically into the overhead lighting rig, blowing a few of the spotlights and knocking an electrician unconscious. In a 'spontaneous'' move, the crowd goes into a slick Mexican Wave routine, followed by dancing in the aisles. Commercial break time.

SMIDGE

Mr Smarmy: Heeeeellllooooo! And welcome back to the show. Round one put Artemis and Marty neck and neck, and now it's time to go head-to head. Even as we speak, our two lucky readers are being strapped into matching Lamborghinis prepared and supplied by Titus Software. If you want the full lowdown on these sultry she-beasts of the tarmac jungle, then zap your way over to page 68. Now then are you ready, people?

Artemis: I am.

Marty: Yo!

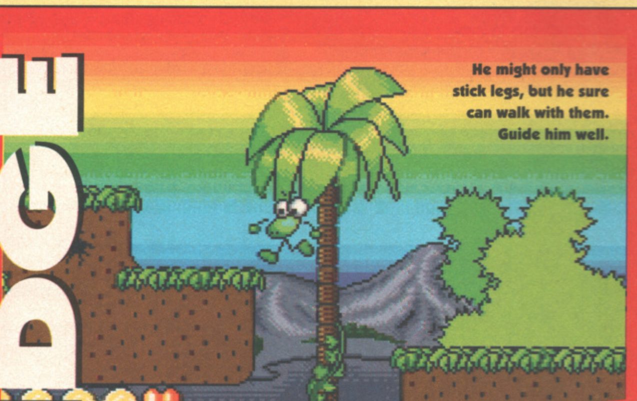
Mr Smarmy: Faaaan-tastic! And are you both sure what you have to do?

Artemis and Marty: Yes Smarmy, we've got to race as fast as we can along this course, keeping damage to a minimum by avoiding crashing into other cars. Obviously, we've got to try and win

Mr Smarmy: So what are you waiting for? Away you go, and the first person to pass lovely Suki and her checkered flag goes into the Big Bucks Bonus round!

Smarmy smiles, Suki pouts, and the contestants set off on their high speed race to fame and glory. More commercials follow.

(NOTE: *LAC* is not fond of mice – joystick only on this one!)



He might only have stick legs, but he sure can walk with them. Guide him well.

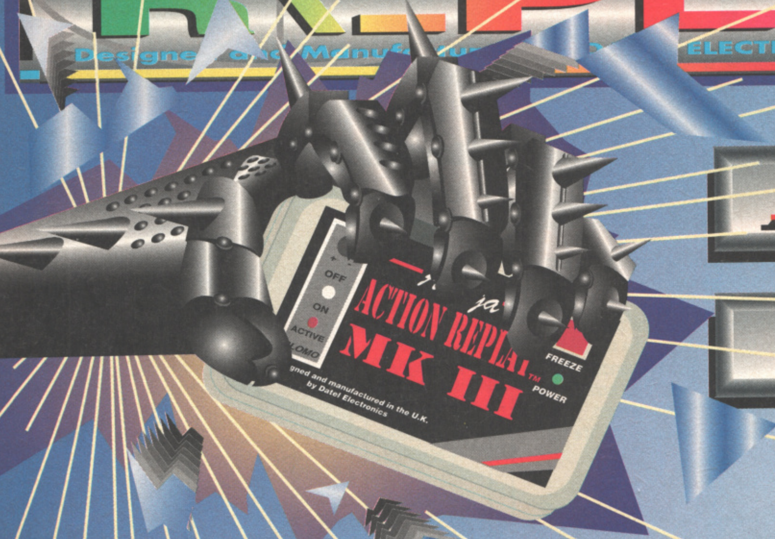
SMIDGE
Author: David Parsons

As a tow truck pulls a twisted sports car away from a splintered tree and an ambulance leaves the scene, Smarmy leers professionally at the camera.

Mr Smarmy: Well, Artemis, your superior driving abilitiest mean that you're through to the celebrity special play off in June, but before that, a word from our sponsors. Remember when we asked you, the readers, to send in your best games? Well, that's exactly what enterprising young David Parsons has done. It's a wonderfully cheerful platforming romp where you leap about, collect things, and even rescue penguins. If the game seems a bit reluctant to load, just hammer the fire button a few times, and if you like the game, David's included full details of how to get the complete version. Well, keep sending us those games, and keep on watching us every week. Ciao, dudes and dudettes, I love you all.

This bit is really cute. Pi-pi-pi-pick up a penguin.

ACTION REPLAY MK 3


OFF
ON
ACTIVE
SLOMO
ACTION REPLAY MK III
FREEZE
POWER
Designed and manufactured in the U.K. by Datel Electronics

FOR THE AMIGA

£59.99

AMIGA A500/500+

FOR 1500/2000 VERSION £69.99

THE WORLDS MOST POWERFUL FREEZER-UTILITY CARTRIDGE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE-**
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

IMPROVED SPRITE EDITOR
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

● Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory
● Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample
● Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature
● Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers ● Notepad
● Disk handling - show actual track, Disk Sync. pattern etc. ● Dynamic Breakpoint handling
● Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING
Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reprodution of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

ORDERS TEL: 0782 744707

MON-FRI 9.0 - 5.30 SAT 9.30 - 1.30

HE

DGE

rd programs.

e them to
ograms!!

%. Just
tage!

s.

will prevent
enter the

screens

modify/save

PY,

- available

ks. Very

ACCESSORIES

HIGH RESOLUTION HANDY SCANNER

NOW ONLY £89.99

GeniScan
START LETTER PHOTO
LIGHT DARK

NOW INCLUDES HANDY SCANNER, INTERFACE, POWER PACK & SCAN EDIT 5.0 SOFTWARE.

FREE PHOTON PAINT

- IFF Buffer Save 1600x1024 pixels, dual buffer, scan matching & view Buffer.
- Unlimited edit/capture facilities &keyboard control not offered by other scanners at this special price.
- Full keyboard control of most functions.
- An easy to handle Scanner featuring 105 mm scanning width & 400 dpi reolution enables you to scan graphics/text into your Amiga 500/500+/600/1200/1500/2000.
- Includes hard disk transfer to run under Workbench.
- Adjustable switches for brightness/contrast levels.
- Full sizing menu of scan area.
- Geniscan gives you the ability to scan images, text or graphics & even offers 200 Dpi Dual Scan Mode.
- NEW Scan Grey Software included to convert half tone images to true greyscales. Includes editing, zoom & proccessing features.
- Screen grid overlay & configure menu to save parameters.
- Icon menu to select functions.
- X,Y position readout & metric sizes.
- Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- View window and position control panel.
- Powerful partner for DTP that allows for cut & paste editing of images etc.

ADD A PROFESSIONAL TOUCH TO YOUR DRAWING WORK

GENIUS DIGITIZING TABLET

NOW ONLY £129.99

GENIUS PUCK

AS AN ALTERNATIVE TO
THE STYLUS INPUT
THE GENIUS TABLET ALSO
HAS AN OPTIONAL
FOUR BUTTON PUCK.
IDEAL FOR TRACING ETC.
ONLY £29.99

- With the Amiga Genitizer Graphic Tablet you can streamline the operation of most graphic or CAD programs.
- The Genitizer Graphic Tablet utilises latest technology to offer up to 1000 dpi resolution at the tip of a stylus.
- Complete 9"x6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method-Deluxe Paint, Photon Paint, CAD Packages, etc.
- Suplied with template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems-now you can add a new dimension to graphics/cad.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/500+/600/1200/1500/2000 and "co-exists" with mouse.
- Unlike a mouse, the tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.
- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet, you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adator, Test Software, Interface Unit, plus Driver Program - no more to buy!

ACCESSORIES

MIDI MASTER MIDI INTERFACE £19.99
Best selling Midi Interface for the Amiga. Midi IN, Midi THRU & Midi OUT x3. Complete with 2 FREE Midi Cables.

MIDI CABLES £7.99 (per pair)
1.8 metre long genuine Midi Cables.

LOGIC 3 MOUSE £14.99
Top quality, super smooth replacement mouse. High resolution.

VIRUS PROTECTOR £7.99
Fits in last drive of your system to protect against boot block viruses.

ROM SHARER £24.99
Switch between versions of Kickstart to improve software compatibity. Kickstart 1.3 or Kickstart 2.0 at the flick of a switch for Amiga 500+ owners! No more to buy.

DATEL ELECTRONICS LIMITED

HOW TO ORDER

PHONE

Access

VISA

SWITCH

0782 744707

24 HOUR MAIL ORDER HOTLINE

FAX

0782
744292

MAIL

Send Cheques, Postal Orders or credit card details to:-

DATEL ELECTRONICS LTD.
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

OR CALL AT OUR LONDON SHOP:-

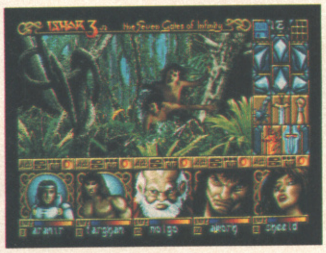
DATEL ELECTRONICS
222 TOTTENHAM COURT RD,
LONDON W1
TEL: 071 580 6460

TRUE STORIES

by
Steve McGill

This month (as always) we present a pot-pourri of Amiga happenings for your education and enjoyment.

UNMYSTERIOUS SCREENSHOT CORNER



Welcome to the jungle. No sign of that Tarzan geezer, thank the lord.

Don't say we don't bring you the most relevant information as and when it happens. Those of you who've completed *Ishar 2*, or who are near completion, or who have never even started it yet because you haven't bought it, will be interested to know that we've received the first ever screenshot of the up and coming *Ishar 3:The Seven Gates of Infinity*.

It promises an intriguing plot, different locations and even more of those fabby graphics that the Silmarils are famous for. It has a release date of April 94. Look forward to a preview soon.

COMMODORE PILE ON THE PRESSURE AS CD32 TAKES OFF

Hot on the heels of some impressive sales figures, Commodore have announced the release of an even more aggressive new CD32 bundle, and by golly it looks hot. Called Dangerous Streets, the total bundle consists of four titles; *Oscar*, *Diggers*, *Wing Commander* and the eponymous *Dangerous Streets*, all for the same £299 price as the current two-game bundle.

We figure you already know all about *Oscar* and *Diggers* so it's enough just to mention them here. As for *Wing Commander* (reviewed in AP21 where it earned a whopping 88 per cent in its AGA version), apparently it's been upgraded to make full use of the CD32's superior storage and processor power. You can save up to eight missions on the CD32's built-in back-up memory.

Dangerous Streets from Flair is a pace-setting (allegedly) beat-em-up with eight exotic combatants from across the globe. The player can play against the machine or another opponent, and the game makes full use of the CD32's AGA graphics.

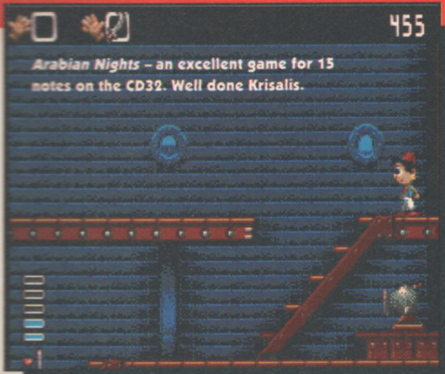
Also included in the pack are some stunning demos implementing full motion video (watchable when the machine is fitted with the add-on CD module). As well as the video CD clips, there will also be a load of demos using CD32's existing motion video system CDXL allowing you to view some sneak previews. Sounds good doesn't it?

If you want to join the ever growing CD32 club, and there's even less reason to decline now that the Dangerous Streets pack is out, you can pick one up from any of the following outlets; HMV, John Menzies, Rumbelows, Comet, Clydesdale, Tandy, Allders, John Lewis and Future Zone. Total sales are expected to reach around the 75,000 mark by January, which is a respectable figure in anyone's book, especially since it's already outselling the Mega CD and CD-i by vast amounts.

So now you know the facts, stop making excuses to yourself, go out and buy one. You know it makes sense.

AMIGA CD32
from Commodore
DANGEROUS STREETS
Includes games software
DANGEROUS STREETS
DIGGERS
OSCAR
WING COMMANDER
32bit
AMIGA CD

The bundle that's taken them by storm this Christmas from those CBM folk.



Arabian Nights – an excellent game for 15 notes on the CD32. Well done Krisalis.

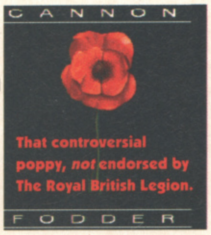
BUZZ OF AGGRESSION

You'll have noticed by now that quite a few games are being ported over to the CD32, but one worrying trend has been the frequent price hike to £29.99. Here's what Krisalis have to say on this phenomenon.

"In these early days of CD32 a few publishers are and will be pushing out CD32 software with little or no enhancements and expecting people to pay the full recommended price of £29.99. At Krisalis we feel that CD is the future and now is not the time to alienate our customers. Next year Krisalis will be releasing 'proper' CD products at full price, but until then, any port-overs with minor or no improvements will continue to appear on our Buzz budget label at a fair price."

Any other software houses who'd like a blatant free plug on our news pages, it's easy. Just halve the price of your games and drop us a line. Thank you.

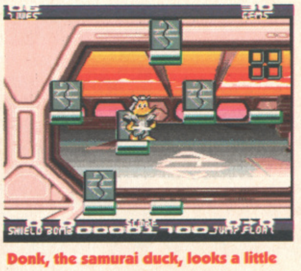
CANNON FODDER FOR CD32!



That controversial poppy, *not* endorsed by The Royal British Legion.

Um... Cannon Fodder's coming out on the CD32. Sorry, kind of gave it all away at the start there, didn't I? Now I've got nothing more to say and lots of space to fill. It's still brilliant you know, we won't stop playing it in the office even when Stuart empties buckets of cold water down our necks. Especially Cam. He's playing it even now as I write this.

& DONK TOO!



Donk, the samurai duck, looks a little bemused at his move to a new format.

Donk is also being released for the CD32. Erm. I don't seem to be doing very well here. I keep blowing the punchline at the top of the article.

What's next on my list? Ah yes, let's see if we can try and introduce some kind of element of tension for the next story...

MYSTERY GAME ON THE WAY FROM VIRGIN!

Ah, that's more like it. One of the most impressive-looking PC CD-ROM games of the moment is all set for an unexpected CD32 outing. It's an amazing-looking title set in a mythical land populated by human beings and dinosaurs at the same time, and features a bizarre storyline involving the humans controlled by the player forming alliances with the herbivorous dinosaurs, in order to fight the carnivorous varieties like the T-Rex. The game's basically a point-and-click adventure, but it uses astounding 3D rendered graphics which take up practically every last byte of the CD's 650 megabyte storage space. The game's being developed by new French whizzkid developers Cryo, and it's called *Saurus*. Don't expect to see anything of it until summer at least, but we reckon it'll be worth the wait.

You can't move for them these days can you? Those dinosaurs are becoming a menace to humanity.

NIPPER SCORES UPDATE

We've been overcome by an avalanche of mail. In what is proving to be one of our most popular competitions ever, the scores are just piling up. In reverse order, here are the top five points accumulators.

With a whopping great **120,310** is **Mr I. Hunt, Strood, Kent**.

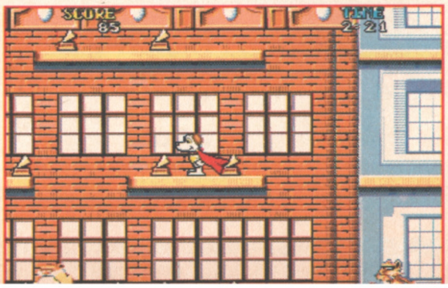
Next is a humungous **123,207** by **R. Doyle, Stretford, Manchester**

After that a gigantic **125,504** from **P. Kirk, Stourbridge, W. Midlands**

Then it's an, er, monolithic **128,210** for **B. Gullivan, Pontypool, Gwent**

Titanic top score so far comes from **Simon Shutt in Bicester** and he's scored a whopping **131,810**.

So there you go kids. Anything below 110,000 goes straight into the bin from now on. Remember that you've got to send us the code printed at the end of your high scoring effort. If you don't, and no excuses like 'I forgot' will be accepted, it's straight into the bin with the other rubbish. Okay?



caption copy stylecaption copy stylecaption copy

ADD ON A MINUTE

Fantastic news for anyone who's already bought a CD32. Thanks to people who don't want to be mentioned in this news item, the CD32 is set to become the most desirable console in the world ever.

That's right, a new expansion board, codenamed the SX1, is going to sport the following fantastically sexy features: one serial port, one parallel port, one floppy drive port, support for an IDE hard drive, memory expansion capability (up to eight meg), MPEG connection and, wonder of wonder, it comes supplied with a Parnet cable and software as well.

Now,we're only going to tell you the following if you promise not to phone in asking us to confirm anything that we've already mentioned or told you we don't know about.

First off, we don't know about the MPEG connection. We're waiting for more details on that one. The Parnet connection is a great idea. It effectively means that you can use your old Amiga (assuming you have one that is) as a keyboard for the CD32. The reverse is also true. You can use the CD32 as a CD-ROM add-on for your Amiga. Sort of the best of both worlds there, we think.

The serial and parallel ports are self-explanatory, so absolutely no questions about printers and drivers, okay? Couple that with the floppy drive and IDE port and you're talking about access to stuff that runs on an A1200. We don't know anything about compatibility as of yet, but rest assured, we'll let you know.

The SXI will be available in the second week of January and the anticipated retail price is a pretty reasonable £139.99 inc vat.

For details, contact Indi on 0543-419999 or Calculus on 0543-251275

F1 LICENCEWARE

Are you an aspiring games programmer? Have you written a game that you feel should be reaching a wider audience? If so, Steve and Belinda Bye want to hear from you.

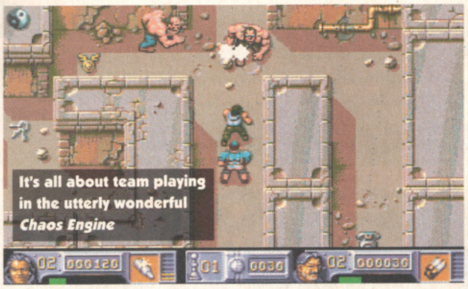
It seems that Steve was a commercial programmer, in a past life, who got fed up with some of the raw deals that were apparently so prevalent in the software world.

In order to redress the balance, he's set up a company called F1 Licenceware. The main aim is to reward programmers for their work and give the public access to reasonable quality games at good prices.

There will be three ranges of games; Budget, Premiere and Gold. The price and quality increases with each category. The prices will be £1.99, £2.99 and £3.99 respectively.

For more information on royalties and that kind of thing, contact Steve or Belinda at F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU or alternatively, why not give them a ring on 0392-493580.

PRIME POTATO

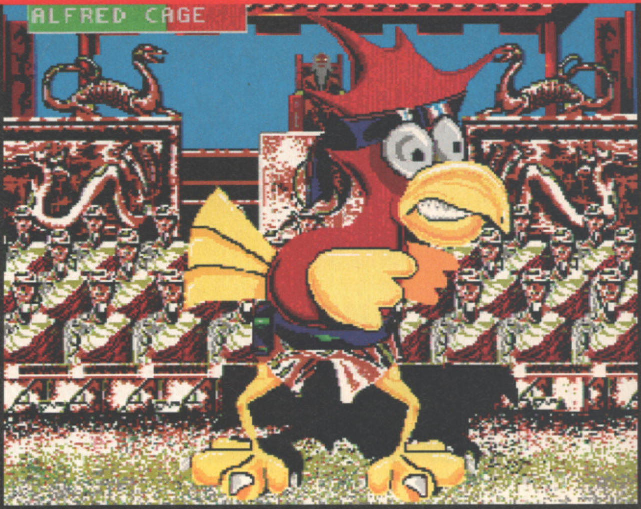

It's all about team playing in the utterly wonderful *Chaos Engine*

Britain's children are in danger of becoming 'computer potatoes'. Oooh, scary. The report, carried in the Mail on Sunday (12/12/93) highlights the findings of a health survey carried out by Allied Dunbar. Apparently, British children are spending too much time in front of the computer screen instead of playing sport.

Iain Sproat, the Junior Heritage Minister is spearheading a campaign to revive traditional games like rugby, soccer, cricket, hockey etc. Prime Minister John Major is giving him full backing with the intention that children should adopt healthy lifestyles and learn about sportsmanship and discipline.

Maybe it's just us, but what sort of political self-serving survey was it when it failed to mention that computer game playing increases mental alertness, concentration, puzzle-solving and spatial dexterity? What about the co-operation and discipline that's needed to solve the likes of the *Chaos Engine* in two-player mode?

No, a rethink is definitely needed on this front, and as for us, we say to those politicians who believe this nonsense: 'Go back to your constituencies and prepare for deselection', probably.



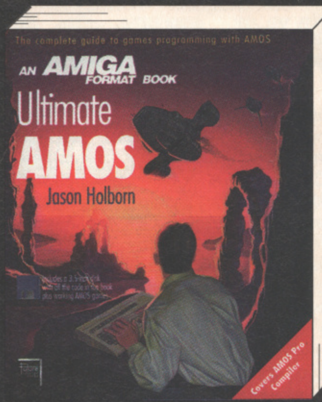
This month's prizewinner is Scott Lewis from Surrey who has sent us this fabulous *Alfred Chicken* in the style of *Mortal Kombat*. You wouldn't have thought that our Alfred was the sort to get his feathers ruffled but he certainly looks capable of taking on the best. And what kind of steroids has he been taking to put on so much size and weight? And check his eyes! We understand that Alf is skilled in the ancient art of hen-do, and brutally efficient with his trusty nun-chicks. *(Get off – Ed.)*

Ahem. Stuart here. I've docked Scott five marks for that appalling joke by Steve (unfair, I know, but that's life), so it's 5/10 and hence £100 of free software for the Surrey lad. Send your entries to the usual address. Now.

IN THE STYLE OF...

From the makers of
AMIGA POWER comes...

Ultimate AMOS



The ultimate games creator just got the ultimate guide

If you've got AMOS, then get this book! It explains what AMOS can do, and how to make it do it. There are sections on program planning, producing 'readable' code, and screen handling. AMOS is built to handle scrolling, animation, sound and music – everything you'll find in a commercial game. And this book, from the makers of Amiga Power, shows you how it's done. If you've got AMOS you're half way to creating your own gaming worlds. Don't stop half way – order 'Ultimate AMOS' today!

✻ Includes a disk containing all the code printed in the book, plus four complete AMOS games!

FUTURE LEISURE BOOKS PRIORITY ORDER FORM

Please send me: ....copy/copies of 'Ultimate AMOS' at £19.95 each [ORDER CODE: FLB025A]

Amount enclosed £ .... Method of payment:

Visa ☐ Access ☐ Cheque ☐ P/O ☐

CARD NUMBER

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date: ☐☐☐☐

Your name..

Your signature..

Your address ....

....

Now send this form to: Future Leisure Books Offer, Future Publishing Ltd, Freepost, Somerton, Somerset TA11 7BR

[SCRATCH CODE: AP32]

AMIGA POWER

PENGUIN GALLUP CHARTS TOP 30

CHARTS COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS ELSPA PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (NE) **CANNON FODDER** Virgin £29.99 ★★★★★
2 (NE) **MORTAL KOMBAT** Virgin £29.99 ★★★★★
3 (1) **FRONTIER: ELITE 2** Gametek £29.99 ★★★
4 (2) **PREMIER MANAGER 2** Gremlin £25.99 ★★★
5 (NE) **JURASSIC PARK** Ocean £25.99 ★★★
6 (NE) **THE SETTLERS** Blue Byte £34.99 ★★★★★
7 (NE) **ZOOL 2** Gremlin £25.99 ★★★★
8 (NE) **STREETFIGHTER 2** Kixx £16.99 ★★★
9 (NE) **XMAS LEMMINGS** Psygnosis £14.99 ★★★
10 (3) **CHAMPIONSHIP MANAGER 94 DATA DISK** Domark £9.99 ★★★
11 (8) **MONKEY ISLAND** Kixx £16.99 ★★★★★
12 (9) **SENSIBLE SOCCER '92/'93** Renegade £25.99 ★★★★★
13 (7) **MICRO MACHINES** Codemasters £25.99 ★★★★★
14 (5) **CHAMPIONSHIP MANAGER '93** Domark £25.99 ★★★★
15 (4) **ALIEN BREED 2** Team 17 £26.99 ★★★★
16 (6) **ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99 ★★★
17 (20) **STRIKER** GBH £9.99 ★★★
18 (53) **LEMMINGS 2** Psygnosis £29.99 ★★★★★
19 (NE) **PUTTY** GBH £9.99 ★★★★★
20 (17) **SYNDICATE** Electronic Arts £34.99 ★★★★★
21 (NE) **F-117A** Microprose £34.99 ★★★★★
22 (19) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★★
23 (13) **PROJECT-X** Team 17 £12.99 ★★★★
24 (15) **GRAHAM TAYLOR SOCCER CHALLENGE** Buzz £9.99 ★★★★
25 (NE) **CRYSTAL KINGDOM DIZZY** Codemasters £9.99 ★★★★
26 (21) **DIZZY: PRINCE OF THE YOLKFOLK** Codemasters £7.99 ★★★★
27 (12) **BODY BLOWS GALACTIC** Team 17 £26.99 ★★★
28 (NE) **POWERMONGER/WW1 DATA DISK** Hit Squad £14.99 ★★★
29 (11) **EUROPEAN CHAMPIONS** Ocean £25.99 ★★★
30 (NE) **SIMON THE SORCERER** Adventure Soft £34.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

AMIGA POWER RECOMMENDS

F117A

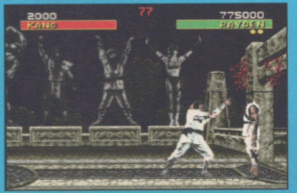
(Microprose)

КРАСНАЯ ЗВЕЗДА
AMERICAN SPY ADMITS CRIMES

You could be forgiven for thinking that Scissoring, Yo Yo turning and Threading the needle had more to do with Cross Stitcher or Needlecraft magazines than with AP. But no, all of these actions are actually air manoeuvres which can be employed by the F117A Stealth Fighter Bomber. Yep, thanks to Microprose, you too can act like a personal Angel of the Apocalypse to an imaginary Saddam Hussein. Surgical, precision air strikes while avoiding enemy radar can leave your combat map looking like a tapestry of hi-tech destruction. A flight sim without difference.

MORTAL KOMBAT

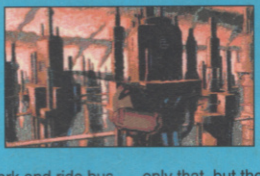
(Virgin)



Faster than a speeding *Street Fighter 2*, more violent than the sanitised Super Nintendo version and more realistically gritty than *Body Blows'* cardboard cutouts. These among other things are particularly responsible for the Amiga *Mortal Kombat* beating the hell out of any other versions around on the market. Surprising really, considering the budget being ploughed into hyping the thing could probably quite literally "feed the world". But then, that just wouldn't be as much fun.

STEEL SKY

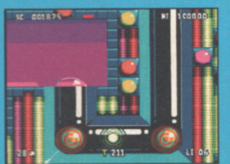
(Virgin)



Multi-media's an overused buzz word these days. From multimedia bags of chips and breakfast cereal to multi-media park and ride bus tickets. So take it from us that there's something really special about playing *Beneath a Steel Sky* for us to merit it as a true multi-media experience. Yes, it's an adventure, but an adventure with a difference. Characters react like virtually real life characters ie. you can annoy them with stupid questions. Not only that, but the eerily atmospheric backdrops were originally drawn by Dave Gibbons of Watchmen fame. A man who reduced certain gun fetishists of the AP crew into gushing idiots.

ZOOL 2

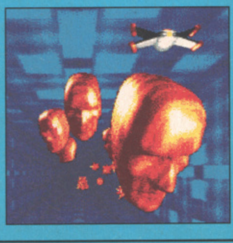
(Gremlin)



Yes, the Ninja from the nth dimension who isn't an ant is back. And this time he's brought his girlfriend and his dog. There's not too much that can be said about *Zool 2* that hasn't been said about *Zool*. If anything, *Zool 2* is more enjoyable because it's prettier in a less garish kind of a way from the original. Zooz is like an advert for 'My Little Ponytail' and she uses a whip to drive away her enemies. A bit kinky maybe but it all adds to the fun. Oh, and you can meet Zoon as well if you collect enough bonuses from the main game. It's still a platformer, but it represents the cream.

STARDUST

(Daze)



"Enemy agents disguised as meteors" surely that's a foul ref we collectively cried. But hey, stupid plots shouldn't be enough to put you off a game like *Stardust*. It combines the classic gameplay of *Asteroids* with startlingly innovative graphics like you've probably seen before on our cover disk. *Stardust* was so good that even terminal grouch Stuart Campbell found a reprieve from the tedious mortal coil of games reviewing just long enough to remember what it was he liked about playing games in the first place. Can we say anything more of any relevance? Thought not. Buy it.It's been specially released at the diminuitive price of £16.99 – cheap.

- If you
- Women only. If you marry, divorce, are

The ULTIMATE in the world of videogames

£2.25

We're Britain's biggest-selling games magazine!

GAMESMASTER

Sega! Nintendo! Amiga! More

Issue Fourteen February 1994

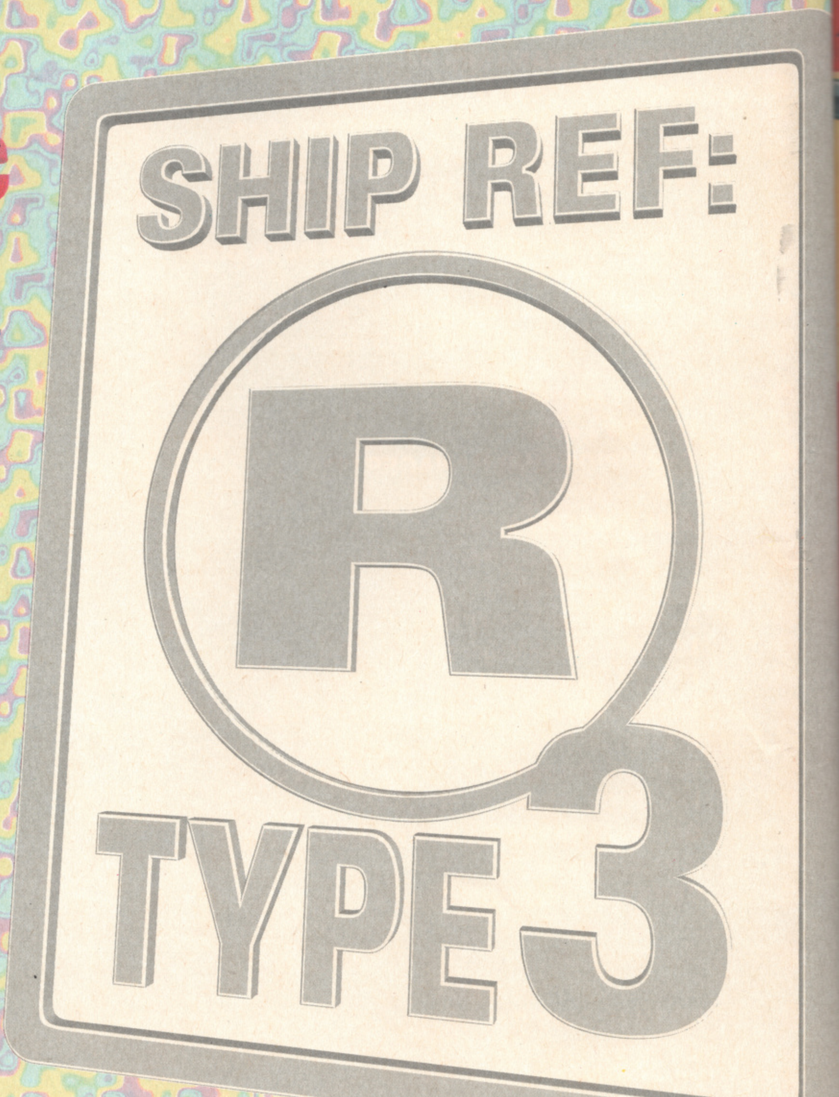
COSMIC

Into the fourth dimension with R-Type 3, Rebel Assault and Star Trek. Full reviews inside...

MORTAL KOMBAT II

Finish it! All the special moves, all the secrets and *all* the gore. The slashing starts on page 14...

The GamesMistress speaks! Games, baths, chocolate, rubber... ...and why she's so... decadent.



SONIC'S BACK!
Sonic 3 - Page 20

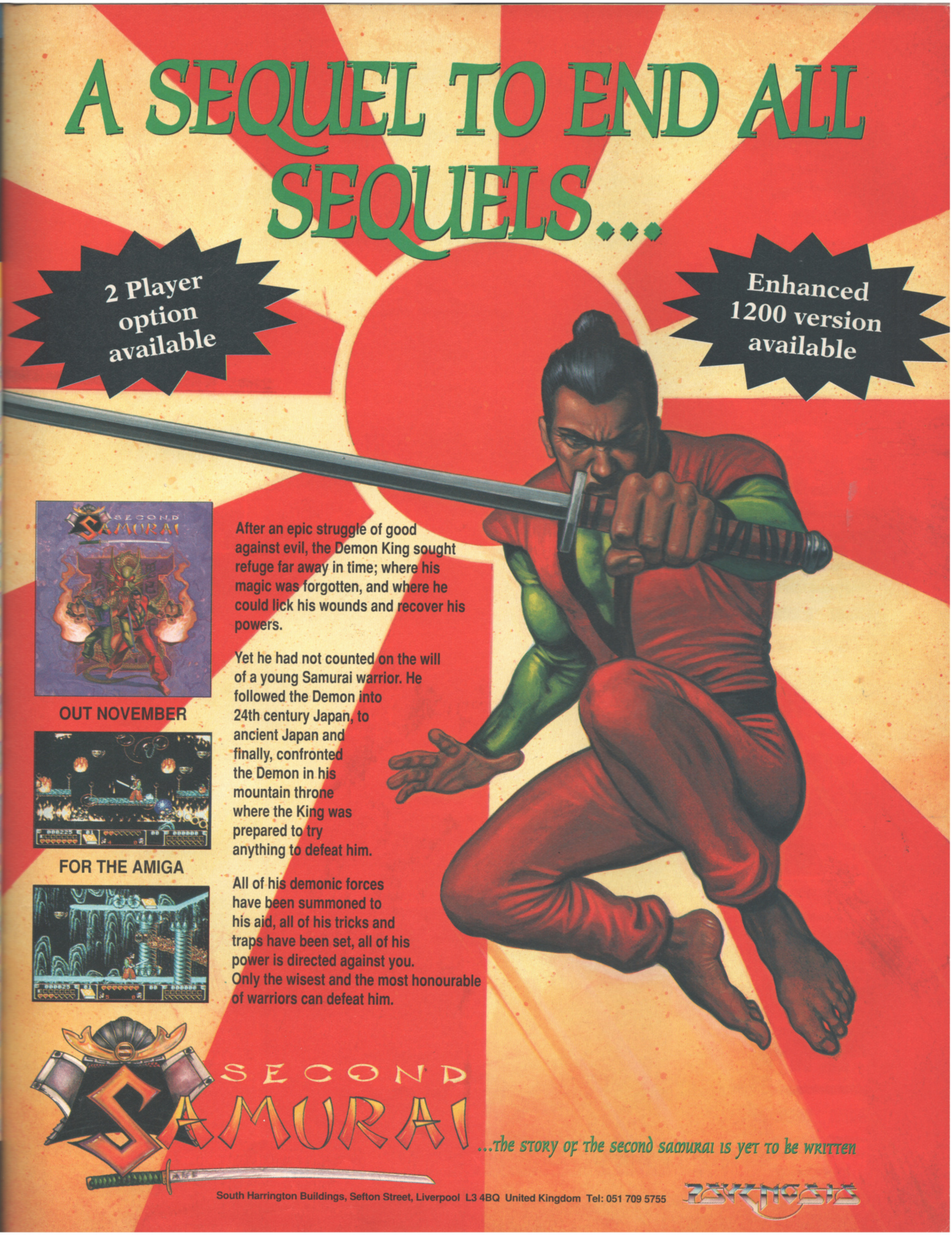
SOFT AND HARD

Which machines? Which games? What's in store this year? Check out the GamesMaster guide. Turn to page 28 NOW!

9 770967 985023 02

Future PUBLISHING
Your guarantee of value

CHANNEL FO TELEVISION



A SEQUEL TO END ALL SEQUELS...

2 Player option available

Enhanced 1200 version available

OUT NOVEMBER

FOR THE AMIGA

After an epic struggle of good against evil, the Demon King sought refuge far away in time; where his magic was forgotten, and where he could lick his wounds and recover his powers.

Yet he had not counted on the will of a young Samurai warrior. He followed the Demon into 24th century Japan, to ancient Japan and finally, confronted the Demon in his mountain throne where the King was prepared to try anything to defeat him.

All of his demonic forces have been summoned to his aid, all of his tricks and traps have been set, all of his power is directed against you. Only the wisest and the most honourable of warriors can defeat him.

SECOND SAMURAI

...the story of the second samurai is yet to be written

South Harrington Buildings, Sefton Street, Liverpool L3 4BQ United Kingdom Tel: 051 709 5755

PSYGNOSIS

And by the pricking of my thumbs, something wicked this way comes: it's yet more forthcoming releases.

UNIVE

Game: Universe
Publisher: Core
Authors: See below
ETA: February

Briefly: Here's a game about something I can relate to – parallel dimensions. I for one have been forced to put brown parcel tape across all the mirrors in my flat to prevent me from inadvertently plunging into an alternative reality, but in Core's new point-and-click adventure game *Universe*, young Boris Verne has forgotten his dimensional safety code of 'Think once, think twice, think don't sit on a chair before checking that it isn't a device designed to propel you across the infinite voids of the space/time continuum.'

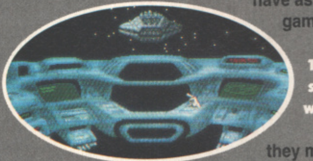
THE CREATORS ANSWER LOTS OF QUESTIONS:

1 Who are you all, and what do you all do?
Rolf: Me (Rolf Mohr – story, game design and painted backgrounds).
Gary: Me (Gary Antcliffe – programmer).
Stu: And me (Stuart Atkinson – graphic artist).
Jim: Me too (Gary 'Jim' Bottomley-Mason – graphic artist and game design).

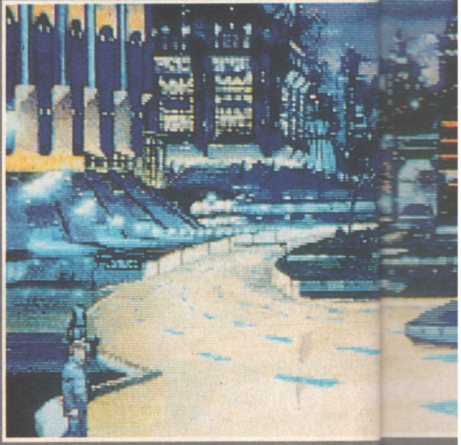
2 When's the game coming out? And do you have any plans to do it for the CD32?
Gary: I dunno, it's meant for release early '94, and as for the CD32... possibly.
Jim: It would be nice to do a CD32 version with CD-quality sound and extra animations, but we expect difficulties with the save game because of consoles being read-only memory.
Stu: We could incorporate a save game point, or perhaps rely on an external floppy drive, but that's something many people won't have.

3 The game blurb boasts a special colour system – what's that all about, and won't it slow the game down? Does this mean that there won't be any need for an A1200 version?
Gary: The SPAC (Super Pre-Adjusted Colour) system will be able to display up to 256 colours on a standard A500, with no loss of speed. The only limit it has is that all the extra work on converting and re-touching the backgrounds limits the number of colours which are available for the main sprites.

4 As I understand it, *Curse Of Enchantia* featured painted backgrounds – is it the same for *Universe*? Does this mean the artists have as much input into the game as the writers, or are they merely minions catering to the writers' bizarre whims?
Rolf: Yes. You can't teach an old dog new tricks (Jim: Because he definitely IS old). I'm painting and scanning in the backgrounds as in *Enchantia*, and also including some stuff that I did ages ago. There's the occasional scene, animated backgrounds for arcade-style sequences and that sort of thing, that are rendered on a 3D package by Stuart.
Jim: Me and Rolf are the writers, and therefore we are our own minions!
Rolf: Yes, we cater to each other's whims, which boils down to us arguing a lot.



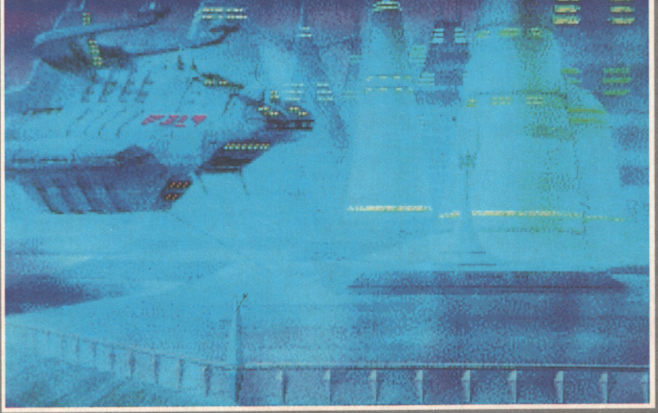
This'll be one of those 3D sections then, complete with stars and everything.



5 Is the story line going to be as silly and irreverent as *Curse Of Enchantia*? What's the stupidest situation that young Boris ends up in?
Rolf: In the first place, *Universe* isn't actually a sequel to *Enchantia*, but at the start of development it got dubbed *Enchantia 2* for practical reasons. I came up with the original story a while ago, which was intended as a film idea, and then after *Enchantia* I started reworking it into a playable game concept.

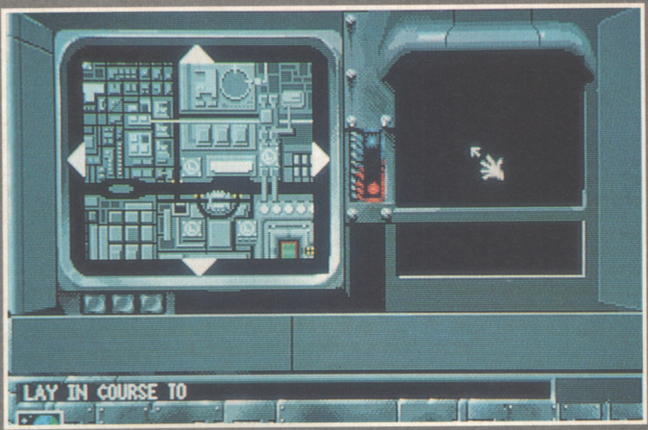
It was initially intended to be a fairly serious space fantasy story, but then Jim came along and changed all that (Jim: It's true!) and there was going to be lots of action in it, but when we got to producing it, we found the best idea was to build on the experience from our first game and stick with the point and click format.
Jim: There's plenty of humour in the game, but it's there as comic relief. It was never intended to be as silly as *Enchantia*.
Stu: One of the daftest situations Boris gets into is when he's inadvertently shoved into a vent and his remains are spat out.

6 To what degree will the game mechanics affect the gameplay?
Rolf: *Universe* has been very efficiently programmed in that respect, and Gary's

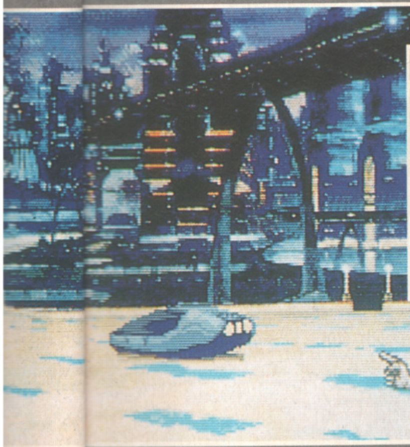


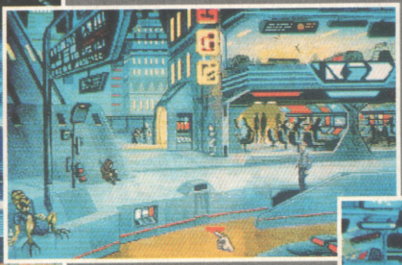
Phwoarr, eh punters? With games like this and *Beneath a Steel Sky* using painted backdrops to such devastating effect, it can only mean that computer backgrounds will soon be a thing of the past.

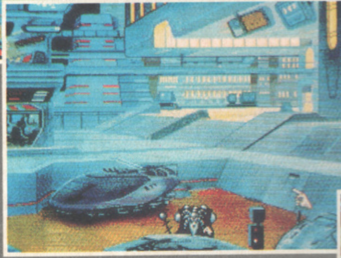
RSE



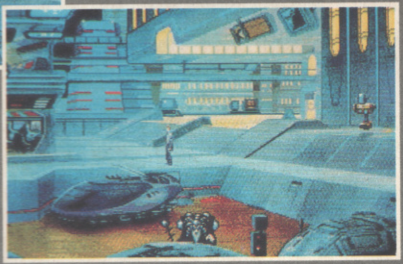
***Curse Of Enchantia* fans will have noticed that as well as all of the standard point-and-click stuff, there's also plenty of additional new stuff. Like this, whatever this is.**





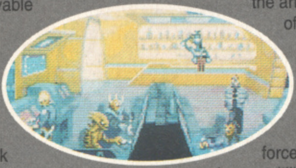


Left: The main character of Boris is actually rotoscoped from video images of game designer Rolf moving around.



Below: Not only does the character move realistically, but he's also fully scaling, so instead of existing in a flat plane, he can move in and out of the scenery.

managed to cut down disk swapping to an absolute minimum. The loading time's miles faster than *Enchantia*, and it should also fit onto less disks than *Enchantia*.
Gary: I use my own disk format which speeds up loading considerably as well as being uncopyable by conventional means. HD installable? Wait and see. On machines with extra memory this'll be used to buffer disk files, cutting down disk accessing further, so game mechanics will have very little effect on playability.



Here's another pretty picture: a small oval one, in actual fact. Bless 'em.

7 How do you come up with the story lines? Is it all formal, with you all sitting round discussing ideas, or do you lock yourselves (or each other) in a small room until you come up with something funny?

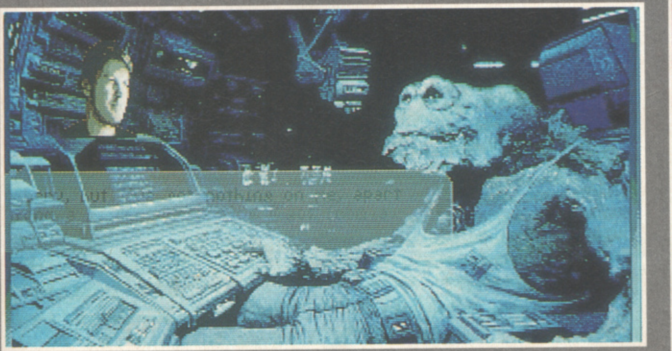
Jim: The basic storyline is already written in the original 'script' but we then sit down as a group and work out each block of the game in detail, trying to come up with satisfying puzzles to add depth and link up with the story. Most of our time is spent arguing about how to actually makes the puzzles work with the game interface, in order to avoid conflicts of logic.
Gary: There's also fights between me and the artists when they want loads of animation frames and I'm forced to convince them to cut it down so it'll actually run on an A500.
Rolf: After the scenes are thought up, me and Jim go over the dialogue and refine the text. Jim adds a lot of his unique brand of humour, which appears in his sprites, and I think goes a long way to making the game enjoyable and freaky.
Stu: Gary and Jim go down the pub every Friday lunchtime, not so much to thrash out game ideas, but more to ease the burden on their minds by jumping into their very own alternative reality.
Jim: We basically lock Rolf in a room to get on with his airbrushing, and leave Stu to retire to the smoking room.
Stu: So the fact that we're all actually telepathic comes in really rather handy.

8 What would be your ideal parallel universe to get trapped in?

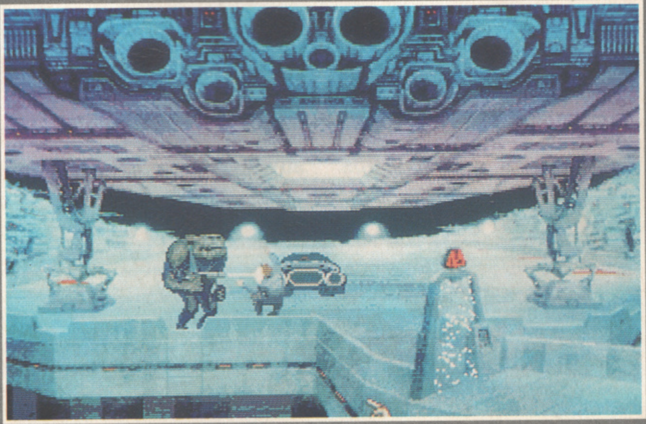
Gary: Booze, beer, babes, booze, beer, babes, more beer, babes, booze... have I left anything out?
Jim: Booze, booze, beer, booze... Freedom! Beer. Oh, I left out babes.
Stu: Beer and babes.
Rolf: Probably the Skywalker Ranch, San Rafael, California.

Verdict so far: Well, it looks like they've only gone and got it all said for me. Flippin' uppity programmers; in the good old days, they knew how to leave all the writing to the writers. Sniff, I feel somehow redundant.

● ***ROLF, GARY, STU AND JIM. OH, AND CAM WINSTANLEY, TOO***



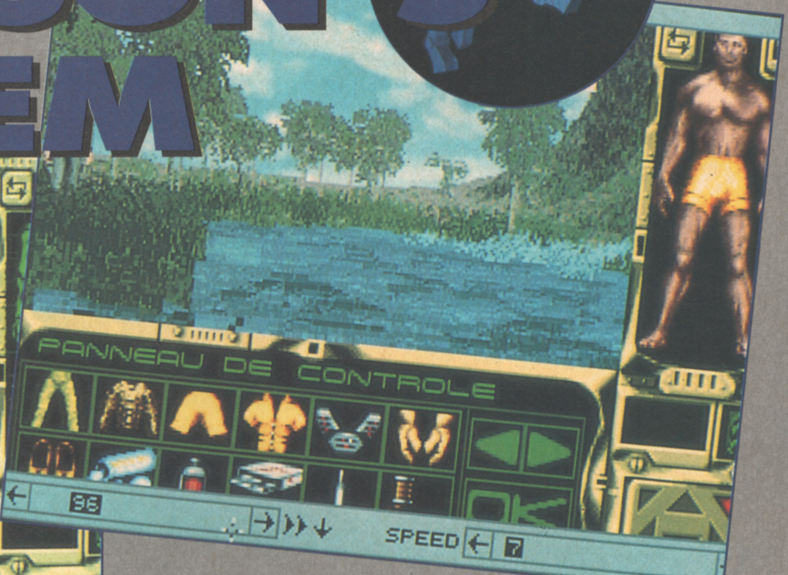
Hello, it looks like some of the action takes place in a Hounslow of the far future, still directly underneath the Heathrow flight path. It makes life exciting though.



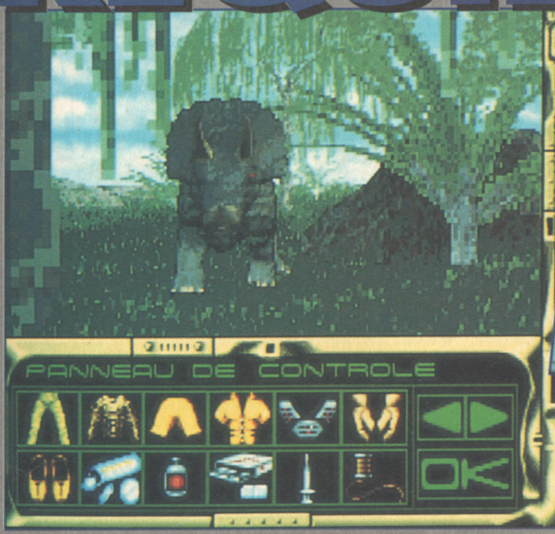
Telephone conversations of the far future: looks like multiple choice answer time again. I wonder what he means exactly by "Kiss my skinny white butt"?

ROBINSON'S REQUIEM

Look out, it's the Hound of the ray traced Baskervilles.



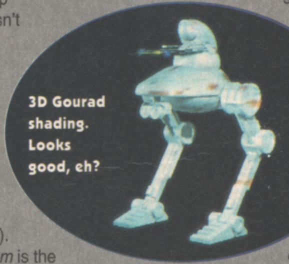
Above: Beautiful scenery abounds.



Left: Ooh Lordy, it looks like we're in the wrong game. It's *Jurassic Park.*

Game: Robinson's Requiem
Publishers: Daze Marketing
Authors: Silmarils
E.T.A: March 94

Briefly: Hands up everybody who hasn't heard of *Ishar 2*. There can't be many of you. Anyway, you'll know from looking at the screenshots that it truly is a lovely RPG (graphically speaking of course). *Robinson's Requiem* is the next game expected from the vaults where the Silmarils garçons hang out. It's an adventure/RPG where you find yourself conveniently disposed of on a planet that's used as a prison.



3D Gourad shading. Looks good, eh?

The Creators speak: We haven't actually been able to see this one up and running yet. Judging by the pics it looks like a cross between *Ishar 2* (1200 version) and *Rise of the Robots.* Not wanting to speculate too much, I collected my thoughts and asked the creators just what Robinson's Requiem was all about. "The game begins with you bailing out of your ship, and into the heart of a dense and hostile jungle. You are equipped only with a survival kit, which includes many medicines and tools, and a micro-computer secured to your chest to keep you informed of your physiological ability." Sounds great already. What's the plot like? Well, apparently you've got to escape from a planet. Sounds like there'll be a lot of different terrain to be negotiated. "*Robinson's Requiem* has a spectacular play area representing over three square miles and ten different sceneries." Ten different sceneries! Oh go on then, tell us what they are, then.

"1) Equatorial, 2) Jungle 3) North American Forest 4) Steep Canyon 5) Creek 6) Extraterrestrial Village 7) Underground passages 8) Potholing 9) Lunar Volcano 10) Graveyard."

What an odd speech pattern. Anyway, all of that in three square miles. Phew, doesn't sound so much like a planet as it does a sort of condensed theme park.

So far, we've got ten different types of scenery on a planet which has now become a prison to your character. What about the inhabitants of the planet? "Various types of creature inhabit the planet – some will help you, most will definitely not".

There are four types of creature, Animals, Prisoners, Extraterrestrials and Cyborgs. Coercion of fellow prisoners and creatures is a probable course of action.

I would tell you more about (or have the programmers tell us about, more like) the multi-player option where up to four players can take part in the game. Unfortunately, due to unforeseen circumstances, ie my fax got lost in cyberspace, I can't go into any more detail. I do know, however, that you can opt to co-operate with your chums or try to kill each other. Whatever you choose to do, only one person will be able to leave the planet.

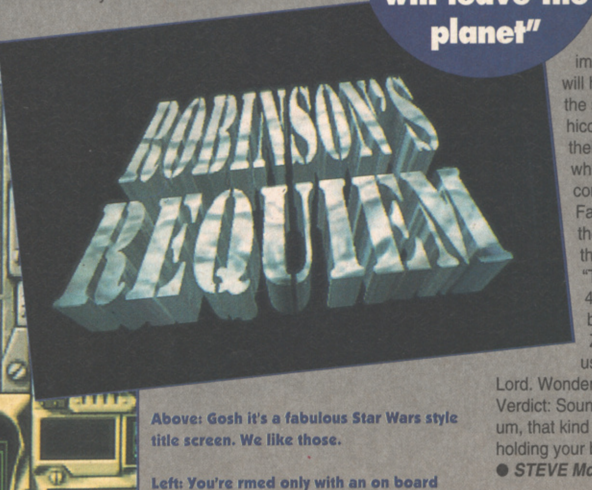
> **"Whatever you do, only one person will leave the planet"**

The techy specs sound impressive, too. "Each action will have a soundtrack, down to the smallest details; sneezing, hiccups etc. Locations will have their own sound environment, which will vary according to the context (rain, night etc.)." Fantastic. Tell us all about those graphics, they look like they're pretty special. "The resolution will be 640 x 400 pixels coded on 16 RVB bits. 3D window in CRY-ZBUFFER mode, in order to use the Gouraud shading".

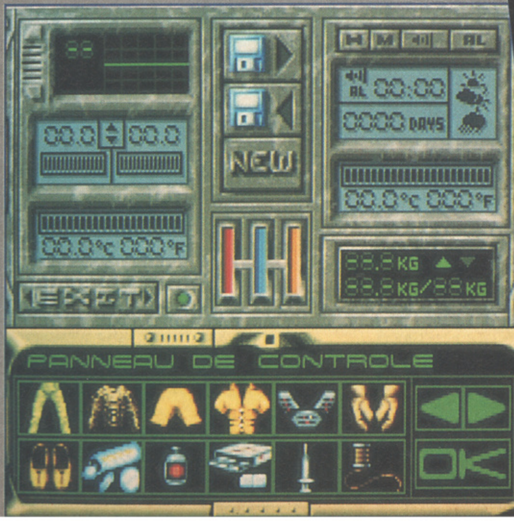
Lord. Wonder what that means.

Verdict: Sounds good, looks good and , um, that kind of thing. Should be worth holding your breath for.

● *STEVE McGILL*

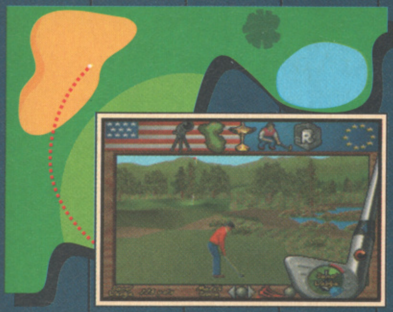


Above: Gosh it's a fabulous Star Wars style title screen. We like those.

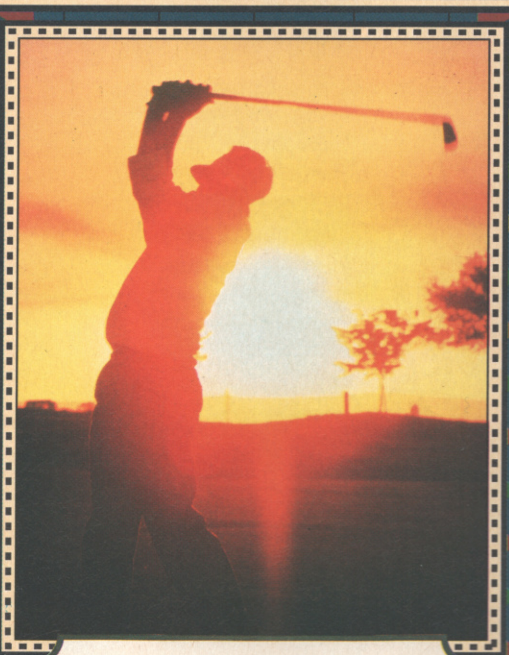


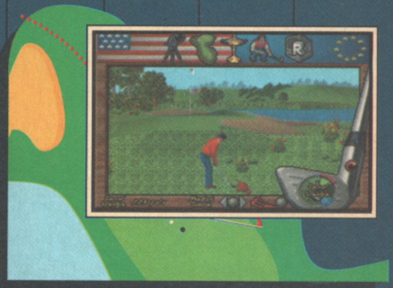
Left: You're rmed only with an on board computer taped to your chest. Here's how you access it.

The greatest international team match in golf

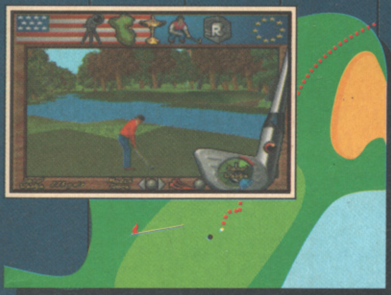


Experience the thrill of playing in the world's premier golfing event. You must get every detail spot-on to keep up with the calibre of players you'll be going round with.



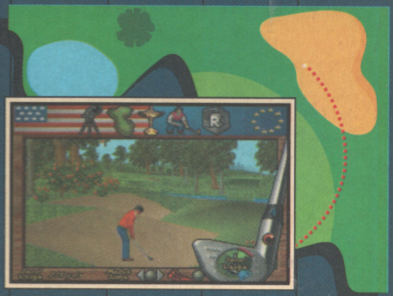


Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.

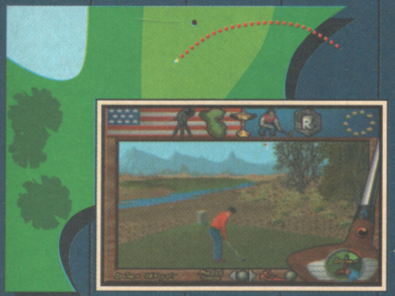


The incredible detailof the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.

RYDER CUP
JOHNNIE WALKER
THE BELFRY

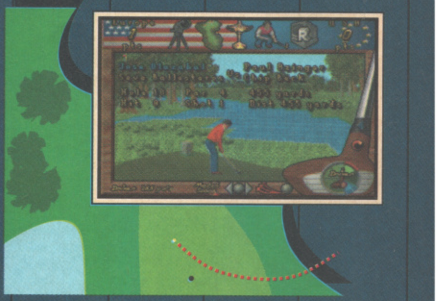


The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.



Ryder Cup Golf plays with startling speed and detail so real you can almost smell the grass.

In 1926, at Wentworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN.
The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman.
The competition took place under the rules of the PGA, and the winning team received a trophy, kindly donated by Samuel Ryder.
This was the beginning of the Ryder Cup.



Compete with the professionals on the prestigious Belfry course or try your clubs on any of the other three courses.

AMIGA 500, 600
AMIGA A1200
IBM PC & COMPATIBLES

ocean®

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET
CASTLEFIELD · MANCHESTER M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

TM & © 1993 PGA. Officially Licensed Product.

SOFTWARE DEMON

39/40 QUEENS CHAMBERS, QUEENS STREET, PENZANCE, CORNWALL, TR18 4HB

COMPUTERS

AMIGA A400/040

The flagship of the Commodore Amiga range. Based around the 68040 processor. Comes with Hard Drive, 2+4 RAM and WB3.

85Mb version	£1899
120Mb version	£1919
170Mb version	£1939
250Mb version	£1979
340Mb version	£2069
426 Mb version	£2149

AMIGA A4000/030

The same specifications as it's big brother but designed around the EC68030 processor. Comes with a Hard Drive, 1+1 RAM and WB3. (FOR 2+2 ADD £69)

85Mb version	£899
120Mb version	£969
170Mb version	£999
220Mb version	£1015
256Mb version	£1039
340Mb version	£1099
426 Mb version	£1199

HAVE A SECONDARY HARD DRIVE FITTED AT THE SAME TIME AS PURCHASING YOUR A4000

85Mb	£899
120Mb	£129
170Mb	£149
212Mb	£189
250Mb	£229
330Mb	£299

CD32 CONSOLE

This machine represents the future of home entertainment and video game play. A self contained CD console which you can expand to a full CD based home computer.

• ALL FOR JUST £279 •

UPGRADES

Finding that your A4000/030 isn't quite man enough for your present projects? Never fear Software Demon is here.

68040 CPU, MMU,
40MHz FPU, 040 PANEL
PHOTON £699

50MHz CLOCK SPEED,
50MHz FPU, MMU
HELLFIRE £299

MATHS CO-PRO (PLCC)

33MHz 68882 (WITH CRYSTAL)	£99
40MHz 68882	£129

MEMORY

single sided SIMMS module for A4000

1Mb RAM	£39
4Mb RAM	£149

ACCELERATORS

Our accelerators are produced for the A1200 by GVP, a watch word in quality and reliability. Both boards are user fittable via the trapdoor so as to maintain your warranty.

GVP SCSI/RAM BOARD

This board has slots for up to 8Mb of Ram, a maths co-pro (FPU) and has and includes an SCSI interface as standard.

0Mb/NO FPU	£179
4Mb/33MHz FPU	£349
SCSI CABLE KIT	£44

GVP A1230 BOARD

This board features a 68030 processor as standard and also has slots for up to 8Mb of RAM and a maths co-pro.

0Mb/NO FPU	£269
4Mb/40MHz FPU	£439

GVP ACCESSORIES

33MHz 68882 FPU	£69
40MHz 68882 FPU	£129
32bit 1Mb RAM	£64
32bit 4Mb RAM	£153

SOFTWARE

GRAPHICS

REAL 3D 2	£378.50
ART DEPTH PRO	£134.99
MORPH PLUS	£136.99
DPAINT AGA	£66.00
DPAINT IV	£59.99
SCENERY ANIMATOR 4	£54.99
VISTAPRO 3	£44.99
MAKE PATH	£23.99
TERRAFORM	£23.99
SCALA MM210	£ POA
SCALA MM300	£ POA

UTILITIES

X-COPY PRO	£31.99
GB ROUTE PLUS	£32.99
LATTICE C v6.1	£259.00
DIRECTORY OPUS	£46.50
VIDEO BACKUP	£49.95
QUATERBACK	£47.50
DEV PACK 3	£53.99
VIDI AMIGA 12	£81.95
DISTANT SUNS v4.2	£39.99

MUSIC

STEREO MASTER	£29.99
BARS & PIPES PRO	£215.99
TECHNOSOUND 2	£58.50

WP & DTP

WORDWORTH 2	£78.99
FINAL COPY 2	£74.99
PEN PAL	£28.95
PAGESETTER 3	£43.99
PRO DRAW v3.0	£64.99
PRO PAGE v4.0	£89.99

GAMES

CIVILAZATION AGA	£39.00
CIV AGA UPGRADES	£19.00

(SEND YOUR DISK AND DETAILS)

ORDER HOTLINE • 0736 331039

ORDER HOTLINE (0736) 331039

TECHNICAL SUPPORT AND FAX (0726) 331499

PLEASE MAKE CHEQUES AND P.O PAYABLE TO "SOFTWARE DEMON Ltd."
PLEASE QUOTE YOUR CREDIT CARD NUMBER AND EXPIRY DATE

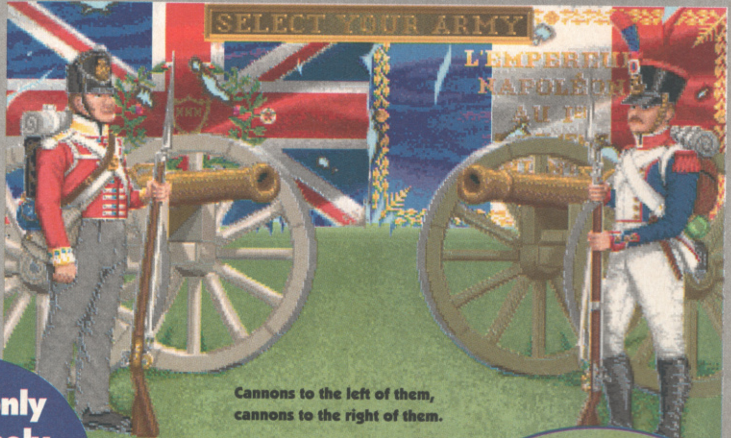
Access

VISA

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE. E&OE. ALL TRADEMARKS ACKNOWLEDGED.

FIELDS OF GLORY

Game: Fields Of Glory
Publisher: Microprose
Authors: Steve Ramsden, Wayne Smithson, Jim Bambra
ETA: April/May



Cannons to the left of them, cannons to the right of them.

Briefly: Napoleonic wars have always been a great favourite of tabletop wargamers, and it's easy to see why. Back in the 1800s, soldiers used to wear really neat uniforms, complete with funny hats and brightly coloured jackets, so they always look great once you've painted the little models. Not only that, but military strategy of the time required the soldiers to line up in pretty formations and walk towards each other slowly while they shot each other to pieces. As you can imagine, this sort of behaviour is much easier to simulate in a game than modern skirmish warfare, and I spoke to someone who's done just that (simulate it, not shoot someone to pieces.)

> "Not only extremely playable, but also incredibly detailed"

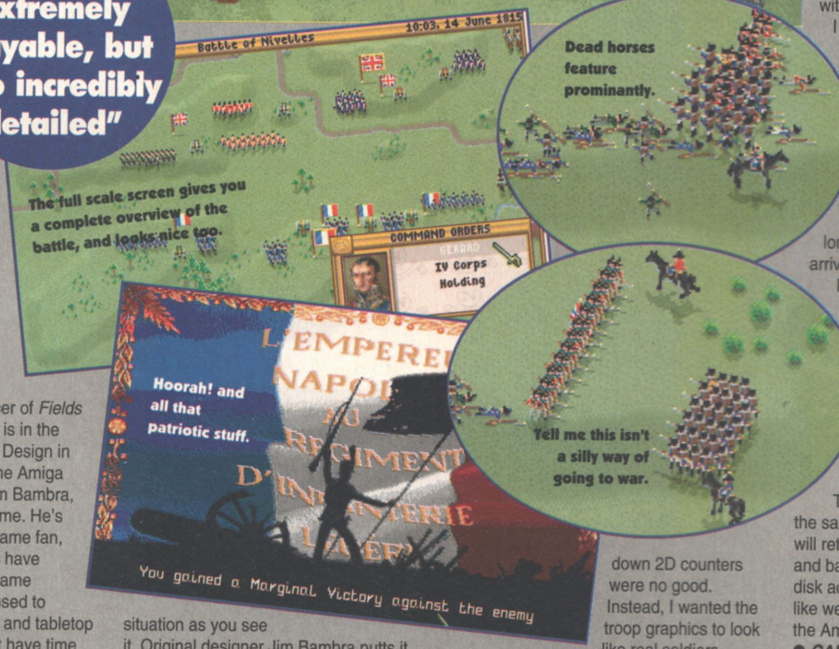
The creators speak:
Steve Ramsden's the producer of *Fields Of Glory* (*FOG* for short) and is in the position of coordinating WJS Design in Leeds, who are working on the Amiga version, with Microprose's Jim Bambra, who wrote the original PC game. He's also a bit of a long term wargame fan, but as he told me, computers have changed the face of the wargame scene quite considerably. "I used to play a lot of board wargames and tabletop battles, but these days I don't have time as the emphasis has moved towards computer simulations. Back in my board wargaming days, I wrote a lot of wargames, including most of the Avalon Hill and SPI hex-based games."

FOG is a real time game, so there aren't any restrictions like game turns and firing rounds, you just adapt to the situation as you see it. Original designer Jim Bambra putts it like this – "It's the spectacle of seeing ranks of neatly-ordered troops that I like, and what continues to attract me to gaming with miniatures. *FOG* had to come up with all the appealing features of tabletop wargaming. Troops had to move and fight, so top-down 2D counters were no good. Instead, I wanted the troop graphics to look like real soldiers, wearing uniforms as accurate as we could make them."

On the PC version, all this gaming experience seems to have paid off, as the game's not only extremely playable, but also incredibly detailed. The game's entirely mouse controlled, so changing a unit's orders is as simple as clicking on a unit and then selecting an order from pop up menus, leaving you free to charge your guys once more into the meat grinder.

Steve again – "In designing *FOG*, we attempted to put the player in the shoes of the battlefield general. We concentrated on making the game as realistic a simulation as possible, including all the frustrations of managing troops in combat. The focus is on command at the Brigade level, and the aim was to recreate the fog of war by hitting the player with a constant stream of real time decisions, demonstrating how easy it is to lose sight of the plan when you're dealing with a constant stream of local conflicts. I think we achieved this aim."

As a final test of his wargaming prowess, I asked Steve what he'd have done differently if he'd been Napoleon at the Battle of Waterloo. "To have any chance of beating the allies, Napoleon had to defeat the two armies separately, because Waterloo was won by Wellington holding out just long enough for the Prussians to arrive. In *FOG*, you can delay the Prussians to see what effect this has. Generally, the British fold and Napoleon gets to regroup and face the Prussians."



You gained a Marginal Victory against the enemy

The full scale screen gives you a complete overview of the battle, and looks nice too.

Dead horses feature prominantly.

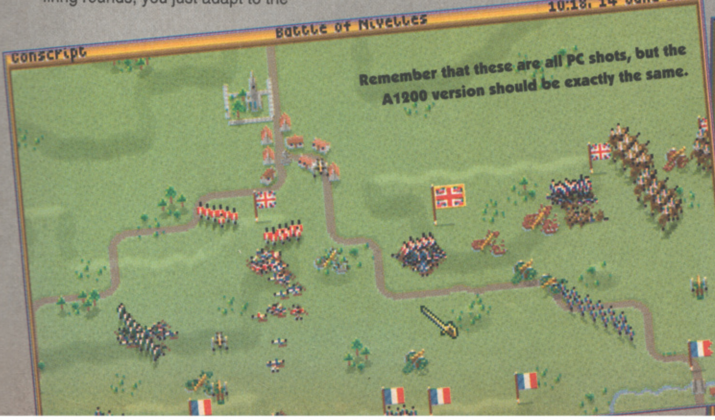
Hoorah! and all that patriotic stuff.

Tell me this isn't a silly way of going to war.

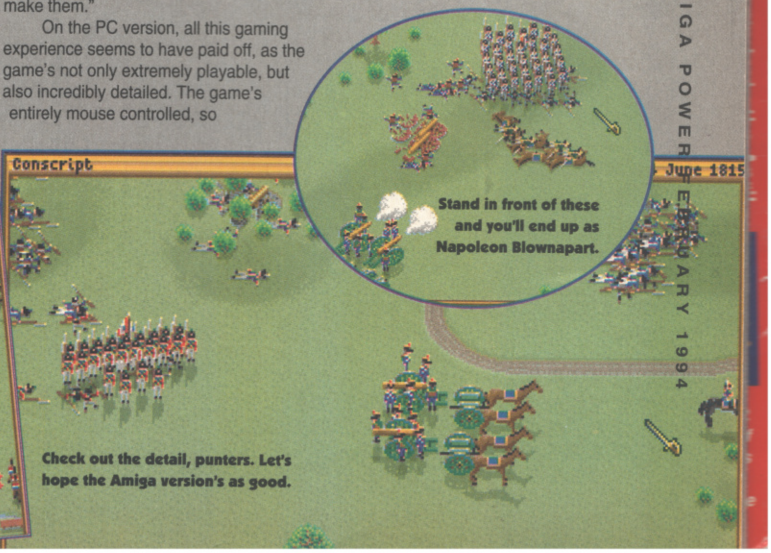
Verdict so far: Real-time battles are definitely the future of this generally disliked game format – look at how awesome *Dune 2* is, for instance.

The A1200 version's going to look the same as these PC screenshots, and will retain the same artificial intelligence and battle order system, so barring terrible disk accessing or speed problems, it looks like we're in for another great battle sim on the Amiga.

● ***CAM WINSTANLEY***



Remember that these are all PC shots, but the A1200 version should be exactly the same.



Stand in front of these and you'll end up as Napoleon Blownapart.

Check out the detail, punters. Let's hope the Amiga version's as good.

european computer user

FREEPHONE 0800 318576

Fax: 0480 496379

AMIGA - THE NEXT GENERATION CD 32 TITLES

ARABIAN KNIGHTS	11.99
• CHAOS ENGINE	CALL
DEEP CORE	17.99
D-GENERATION	17.99
• LEGACY OF SORASIL	17.99
• LOTUS TRILOGY	19.99
• MICROCOSM	24.99
MORPH	17.99
PINBALL FANTASIES	19.99
• PIRATES GOLD	CALL
ROBOCOD	17.99
SENSIBLE SOCCER	17.99
SLEEPWALKER	19.99
• TFX	23.99
• TOTAL CARNAGE	19.99
TROLLS	19.99
• URIDIUM 2	17.99
WHALES VOYAGE	19.99
ZOOL	17.99

AMIGA A1200 TITLES

AIRBUCKS 1.2	21.99
ALFRED CHICKEN	18.99
ALIEN BREED 2	19.99
BODY BLOWS GALACTIC	19.99
• CASTLES 2	CALL
CHAOS ENGINE	17.99
CIVILIZATION	22.99
• DENNIS THE MENACE	18.99
DIGGERS	18.99
• ELFMANIA	17.99
• INFERNO	CALL
ISHAR	16.99
ISHAR 2	17.99
• JAMES POND 3	CALL
JURASSIC PARK	19.99
MORPH	15.99
NIGEL MANSELL	18.99
OSCAR	17.99
OVERKILL	13.99
PINBALL FANTASIES	17.99
ROBOCOD	15.99
SIM LIFE	22.99
• SIMON THE SORCERER	26.99
SLEEPWALKER	19.99
SOCCER KID	16.99
STAR TREK 25TH	23.99
• TFX	22.99
• TURRICAN 3	16.99
TRANSARTICA	19.99
TROLLS	16.99
WHALES VOYAGE	19.99
ZOOL	15.99
• ZOOL 2	17.99

MEMBER OF
DIRECT MARKETING ASSOCIATION

JANUARY SAILS?

ALIEN BREED 2	17.99
+ ANCIENT ART OF WAR IN SKIES	12.99
ASSASIN RE-MIX	9.99
+ AV8B HARRIER ASSAULT	16.99
+ A/320 AIRBUS USA	21.99
+ BAT 2	13.99
+ BATTLE ISLE 93	15.99
BODY BLOWS	15.99
BODY BLOWS GALACTIC	16.99
BRUTAL SPORTS FOOTBALL	15.99
+ CEASAR DELUXE	17.99
CANNON FODDER	18.99
CHAMPIONSHIP MANAGER 93	16.99
CHAMPIONSHIP MANAGER 94 DATA	7.99
+ CHAMPIONSHIP MANAGER ITALIA	16.99
CHAOS ENGINE	15.99
CIVILIZATION	22.99
• CLAWS	14.99
COMBAT CLASSICS 2	19.99
COMBAT AIR PATROL	18.99
+ CONFLICT IN THE MIDDLE EAST	10.99
COOL SPOT	18.99
CORPORATION	7.99
+ COSMIC SPACEHEAD	16.99
+ CURSE OF ENCHANTIA	10.99
• CYBERPUNK	CALL
• CYBERSPACE	22.99
DARKSEED	19.99
• DIGGERS	17.99
DISPOSABLE HERO	15.99
+ DONK	11.99
DREAMLANDS (Ishar,Transartica,S.Master)	18.99
DUNE 2	18.99
DUNGEON MASTER/CHAOS	17.99
• ELFMANIA	16.99
EUROPEAN CHAMPIONS	16.99
EXCELLENT GAMES (A. Pool,Populous 2, Robocod,Shuttle)	20.99
• F1 (DOMARK)	17.99
F117A NIGHTHAWK	22.99
+ F15 STRIKE EAGLE 2	12.99
+ F19 STEALTH	12.99
+ F29 RETALIATOR	9.99
FLASHBACK	20.99
+ FORMULA ONE GRAND PRIX	12.99
FRONTIER - ELITE II	18.99
+ GAUNTLET 3	7.99
GOAL	19.99
+ GOLD OF THE AZTECS	7.99
GRAHAM GOOCH CRICKET	17.99
GRAHAM GOOCH SECOND INNS	14.99
+ HERO QUEST	7.99
• HERO QUEST 2	16.99
HIRED GUNS	19.99
INDY JONES FATE OF ATLANTIS	24.99
• INNOCENT UNTIL CAUGHT	20.99
ISHAR 2	17.99
+ JAGUARXJ220	9.99
• JURASSIC PARK	16.99
• K-240	CALL
• KINGMAKER	24.99
+ KINGS QUEST 5	15.99
• KINGS QUEST 6	28.99
+ KNIGHTMARE	10.99
+ LION HEART	16.99

LEMMINGS 2 - THE TRIBES	15.99
+ LETHAL WEAPON 3	7.99
LINKS-THE CHALLENGE	12.99
LOOM	10.99
LORDS OF POWER (S. Service II, Red.B, P.General, R.Tycoon)	21.99
LOST VIKINGS	20.99
MAGIC BOY	16.99
• MAN UTD PREMIER LEAGUE CHAMP	17.99
MEAN ARENAS	16.99
MICRO MACHINES	16.99
+ MIDWINTER	9.99
+ MIDWINTER 2	12.99
MONKEY ISLAND 1	12.99
MONKEY ISLAND 2	24.99
MORTAL KOMBAT	18.99
NICKY 2	16.99
NODDY'S BIG ADVENTURE	16.99
+ ORK	9.99
OVERDRIVE	15.99
+ PACIFIC ISLANDS	9.99
• PERHILION	20.99
PINBALL DOUBLE (DREAMS & FANTASIES)	20.99
PREMIER MANAGER 2	15.99
PRIME MOVER	15.99
PROJECT X	9.99
+ PUTTY	9.99
RAILROAD TYCOON	13.99
• RISE OF THE ROBOTS	CALL
+ ROBOSPORTS	10.99
RULES OF ENGAGEMENT 2	20.99
+ SABRE TEAM	12.99
SECOND SAMURAI	18.99
SENSIBLE SOCCER 92/93	15.99
+ SHUTTLE	12.99
+ SIM EARTH	12.99
+ SINK OR SWIM	6.99
SOCCER KID	16.99
SPACE HULK	19.99
SPACE LEGENDS	19.99
+ SPACE QUEST 4	10.99
STARDUST	10.99
STREETFIGHTER 2	10.99
SYNDICATE	21.99
TERMINATOR 2 COIN OP	18.99
THEATRE OF DEATH	18.99
THE SETTLERS	CALL
• TORNADO	20.99
TORVAK	7.99
TOTAL CARNAGE	16.99
• TRACKSUIT MANAGER 94	17.99
• ULTIMATE PINBALL QUEST	20.99
+ MIDWINTER	9.99
• UMS II	9.99
URIDIUM 2	16.99
WALKER	17.99
WAR IN THE GULF	19.99
WARZONE	7.99
• WIZ'N'LIZ	18.99
• WHEN 2 WORLDS WAR	20.99
+ WOLF CHILD	7.99
WONDERDOG	16.99
WORLDS OF LEGEND	16.99
YO!JOE!	15.99
ZOOL 2	15.99

All items are subject to availability.

Prices can be subject to change. E & O E.

Post and packing: UK = 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.
E.E.C. = £3.00 per item; Non-E.E.C. = £6.00 per item;
Swift Air E.E.C. = £5.75 per item; Swift Air Non E.E.C. = £9.00 per item
Next Day Courier = £5.00 per consignment (Up to 5kg. Deliveries Mon-Fri Only)
Titles marked with a • may not be released at time of going to press.
Please telephone for availability and a full copy of our terms and conditions.
Titles marked with a + are available at the price shown while stocks last.

VISA MasterCard

OPEN ALL DAY SATURDAY

NAME ____________________
ADDRESS ____________________
____
POSTCODE __________ PHONE __________
ITEM __________ PRICE __________
ITEM __________ PRICE __________
ITEM __________ PRICE __________
(Please indicate whether you require Disk or CD-ROM)
POSTAGE __________
TOTAL __________

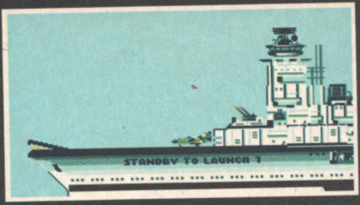
Visa / Mastercard / Switch Number:
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Switch Issue No:
Card Expiry Date:

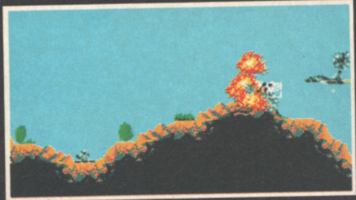
Make cheques payable to:
European Computer User
& send to:
Units A2/A3 Edison Road
St. Ives, Huntingdon
CAMBS PE17 4LE

AMIGA POWER FEB 94

JETSTRIKE



Fasten your seat belts and get ready to fly



Seek out and destroy the forces of SPUDD!

DATELINE: **THE NEAR FUTURE**

MISSION BRIEFING:

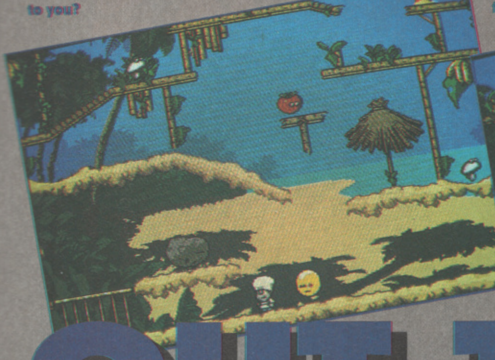
Intelligence reports are being received that a renegade organisation, SPUDD is massing its forces ready to attempt world domination. Only an underground task force can save the day. Are you ready to become a part of that underground taskforce? Which of the 40 aircraft will you choose as you fly 100 sorties across the world against the forces of SPUDD? The civilised world anxiously awaits your decision!

Available for the Amiga
PC version coming soon

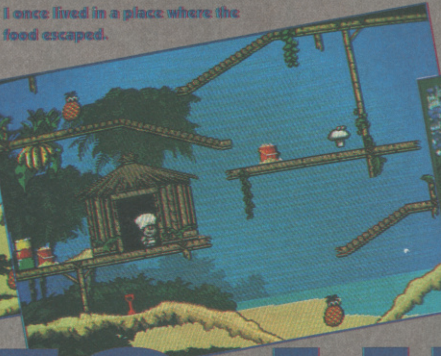
RASPUTIN

38/40 High Street, Green Street Green
Orpington, Kent BR6 6BJ Tel: Int +44 (0) 689 850770

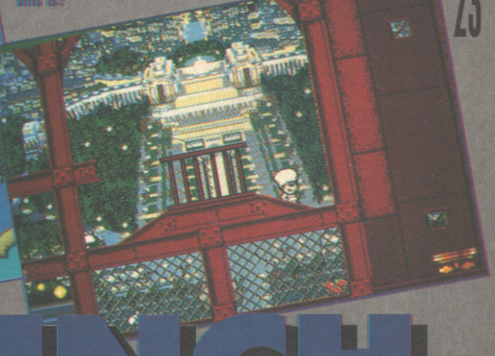
© Rasputin Software 1993 Rasputin Software is a trading subsidiary of Power Label Limited



Tabasco breath. Does that appeal to you?

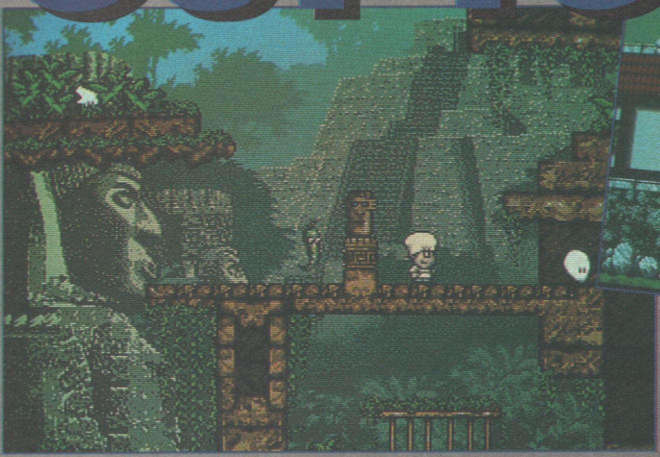


I once lived in a place where the food escaped.

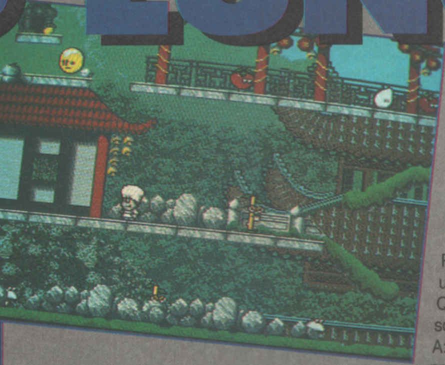


Okay kids, can you guess where this is?

OUT TO LUNCH



Curse of the Pharoah. Curse of the vegetarian platformer more like.



Walk like an Egyptian, and then when he's fooled drop a flour bag on his head.

Game: Out to Lunch
Publishers: Mindscape
Authors: see body text
ETA: Feb 94

Briefly: So what's the point of a preview then? Simple enough, really. We show you some pics of the up and coming game. Wibble on about it a bit and hope that you've been tantalised enough to buy the mag in a month or two to read the full review and see if the game's worth its salt.

The creators speak. You get a press release from Mindscape about their latest platformer. It's not immediately obvious what the name of the game is. You check with Cam and Stuart and double check with the other Steve. You show them the press release and ask them what they think the name of the game is. They say '*Pierre Le Chef*' and I say 'that's what I thought. Maybe I'm just stupid, but that makes everybody else in the office stupid by default.

What are you playing at Mindscape? The headline on your press release implies that the name of the game is *Pierre Le Chef*. I'm sorry that I got it wrong in my fax, but it wasn't my fault, okay?

But hey, I'm a professional, I'll not let it affect my judgement. In fact, in a way it's a good thing. I asked Mindscape quite a few questions that were open ended enough to enable them to rant and rave about how good *Pierre Le....* oops, *Out to Lunch* is. The answers we got were surprisingly muted.

> "It's the world's first vegetarian game"

Q: What influences are there in the game?
A: "Influences could include games like '*Bubble Bobble*' and '*Rainbow Islands*', anything cute and playable".

In the game, Pierre's got a rival, Le Chef Noir. Cue the next question.

Q: Is Pierre harder than him or does he need to rely on cunning and stuff to outwit his enemy?
A: Le Chef Noir is a rock hard geezer. Consequently, Pierre resorts to dirty tactics to see him off. Have you ever been hit on the head by a flour bag? It's not nice.

Hmm, interesting. The Press Release mentioned unique power ups.

Q: Can you let us in on what some of them are?
A: "Flour bags are an effective projectile weapon. Hot Tabasco breath can toast any rebellious food into submission. The Wooden Spoon is useful for hand-to-leaf combat".

Okay, let's get this right. You've got an enemy trying to disrupt your haute cuisine, and you've got special weapons power ups.

Q: What exactly is the point of all this?
A: The food has escaped and must be captured to set an example to other wayward foods. Disobedient behaviour will not be tolerated by Pierre, master of all cuisine.

It's all beginning to make sense now. What's more, I can let you know that all this hot food action takes place over 48 levels spread across six countries. But there are secret and bonus levels as well.

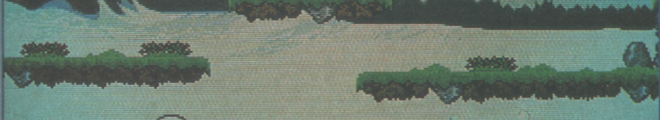
Q: Can you give us a taster on the size of the levels and the secret/bonus levels
A: "Levels are approx 1.5 screens wide by 4.5 high and are of varying complexity. There are five bonus levels and 11 secret levels/rooms.

Platform fans may be excited. Or not.

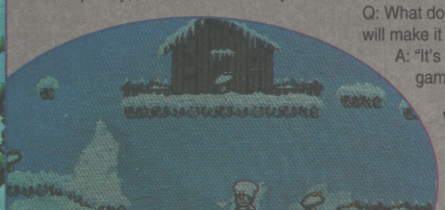
Q: What do you think it's one quality is that will make it stand out from the crowd.
A: "It's the world's first vegetarian game....and it's fun too!"

Verdict so far: The world's first vegetarian game. Is that a selling point for you? Fun, well, we'll wait and see. But it looks nice. But then we always say that.

● *STEVE McGILL*



Free market produce is usually the least appetising to those in need of a good game.



Brrr, it's cold. At least the food shouldn't go off. Oh, it just has.

From the makers of AMIGA POWER

The Amiga Shopper PD Directory

Over 700 applications, utilities and demos reviewed!

LOTS OF QUESTIONS...

1. Why pay £££s for commercial software when the program you need may already be in the public domain?
2. How do you find out?
3. Are the PD alternatives any good?
4. Where can you get them?

ONE ANSWER!

The Amiga Shopper PD Directory

Right from day one, Amiga Power's sister mag Amiga Shopper has devoted around six pages per issue to the latest and the best Amiga public domain and shareware software. Now, in one volume, all 700+ reviews from issues 1-30 have been collected, collated and indexed into the ultimate Amiga PD/shareware reference.

OVER 500 PAGES AND ONLY £14.95!

FUTURE LEISURE BOOKS

PRIORITY ORDER FORM

This book is available in all good bookshops now, but you can also order it direct from Future Publishing – and sending this order form off won't even cost you a stamp!

Please send me: (tick as appropriate)

.............copy/copies of the Amiga Shopper PD Directory at £14.95 each [ORDER CODE: FLB114A]

Amount enclosed £..

Method of payment (please tick one):

Visa ☐ Access ☐ Cheque ☐ P/O ☐

CARD NUMBER

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date: ☐☐☐☐

Please tick here if you do not wish to receive direct mail from other companies: ☐

Your name ....

Your address..

....

Your signature..

Now send this form and your payment to:

Future Leisure Books Offer,
Future Publishing Ltd, Freepost,
Somerton, Somerset TA11 7BR

For office use only:

SCRATCH CODE: AP34

GAMES

JUST WHO DO WE THINK WE ARE?

January, eh? It's a bit of a rubbish month, isn't it? February's got Valentine's Day, March is the beginning of spring, but January? After the very start of the New Year, there's nothing to look forward too except snow, ice, cold and misery. How do the AP team stay cheerful?

STUART CAMPBELL

"I love January", says Stu in that endearingly predictable contrary way of his. "It's the snowiest month of all, which reminds me of the white-capped mountains of home, plus when I look out of the window of my swish penthouse flat in the morning, I get an absolutely beautiful view of the banks of freezing fog rolling across the arboreal glory of Bath's gorgeous and sprawling Victoria Park. In fact, the only thing I don't like about January is that practically everybody I know in the whole world has their birthday in January, so I've never got any money."

STEVE FARAGHER

"What do you mean, stay cheerful in winter? It's the summer I have problems with, when there's no football", grumbled our new-kid Production Editor. "And all that hot sun, that bothers me as well. Those long, warm evenings where you can go out for a walk and stay out for hours and only notice that it's going dark at about 11 pm, I can't stand 'em." And with that, he gleefully rode the 12 miles home through sleet and snow on his motorbike. Strange kid, that Steve.

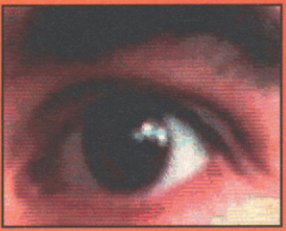
SAL MEDDINGS

Sal's a bit of an animal lover, and her favourite winter pastime is to take a trip to London Zoo and sit watching the penguins for a few hours. "I like watching them, and the way that they waddle," she said, earlier today. "Also, their monochromatic design, with eye-catching splashes of spot colour on the beaks, is a strikingly post-modern counterpoint to today's brash and often over-garish heavily-packaged society. Yes."

CAM WINSTANLEY

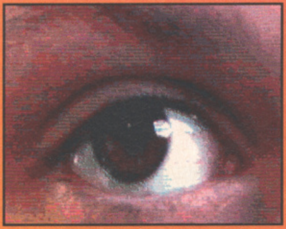
Cam's favourite way of relaxing in wintertime is to sneak up to old people's homes at night and empty buckets of water down their paths, so that the water freezes and they all fall over and break their hips. Blimey, Cam, that's a bit of a nasty way to pass the time, isn't it? "Well, yes, I suppose so, but their unpredictable and slidey movements when they come out of the door makes for a real challenge as I take aim with my M16/M203 combination assault rifle and grenade launcher." We made our excuses and left.

STEVE McGILL



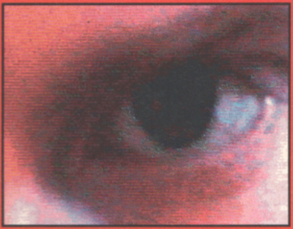
"I'm always touched by the plight of the little starving birds during the lean times of winter," started Steve, lulling us into a false sense of compassion. "There's nothing I like doing more than stretching balloons over the tops of milk bottles, so that when the hungry wrens and blue tits try to peck through the foil tops, their beaks bounce off, giving them whiplash injuries to their tiny, emaciated necks." Oh, those long winter evenings must just fly by.

LISA KELLETT



"Actually, I don't so much stay cheerful as hibernate during the dark months", says normally-bubbly Art Assistant Lisa. "I wrap myself up in three coats and some fluffy blankets, make 18 gallons of hot chocolate in an giant flask, turn all the heating up to full and don't go outside unless my house is on fire. And even then not until the very last minute."

JONATHAN DAVIES



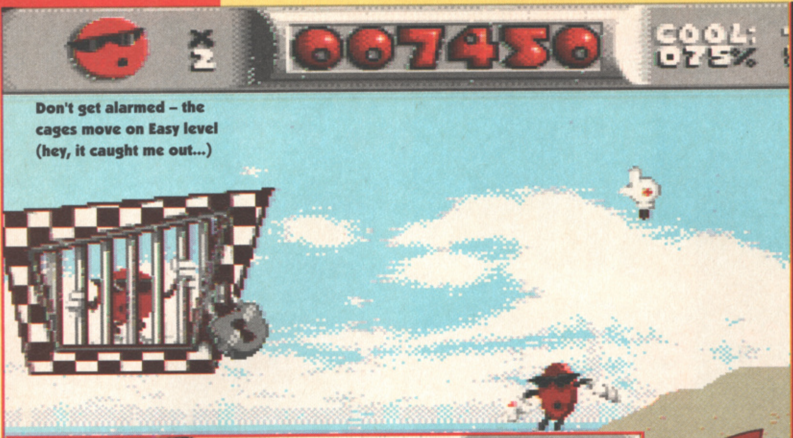
"My favourite way to relax in wintertime," opined strong-but-silent type Jonathan, "is to pop round to the Betty Ford Clinic, locate Jacquie Spanton's 'apartment', climb up onto the window ledge under cover of the spreading ivy branches, rattle the bars with a spoon to get her attention, then sit there sipping gently from a can of ice-cold lager and watching her tear-filled eyes gazing wistfully at me as her nose presses up against the window. If I can't do that, I like to look out of my window at birds having a really hard time trying to peck worms and things out of the frozen ground."

DAVE GOLDER

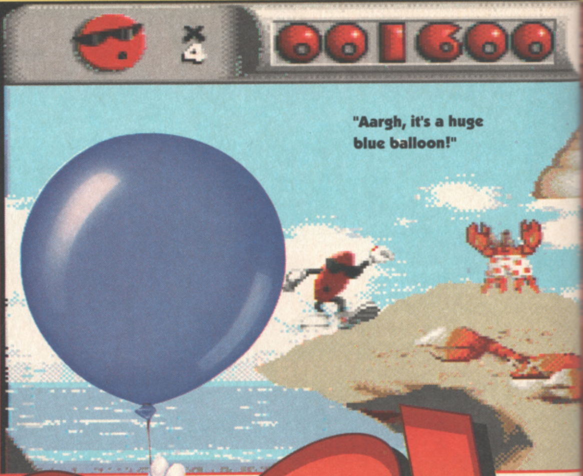
Displaying an astonishingly poor grip on reality, Dave merely stared at us quizzically when we asked him what he did for winter, and slung his 22 foot brightly coloured scarf over his shoulder. Explaining that since he's a master of both space and time, so there's never any need for him to experience cold and unpleasent weather, he marched off across the office and climbed in a nearby filing cabinet, which he assures us is a lot bigger on the inside.

JONATHAN NASH

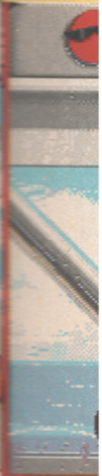
"I'm cheerful all the time", said Jon, a man well known for his quaintly optimistic qualities. "I know that however bad things get, or however much snow there might be – either literally or metaphorically – in my life, I'll still always be able to go back home to my unrivalled-in-the-Western-hemisphere collection of Looney Tunes videos and watch Robin Hood Daffy over and over until I'm fully restored to my normal chirpyness." At this point he recited a few lines of something about a quarterstaff, yelled "Yoiks, and away!", and walked out of the office chuckling happily to himself.

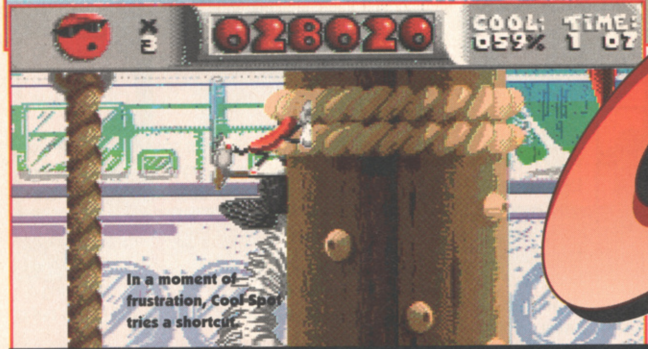

×2
007450
COOL: 075%

Don't get alarmed – the cages move on Easy level (hey, it caught me out...)



"Aargh, it's a huge blue balloon!"

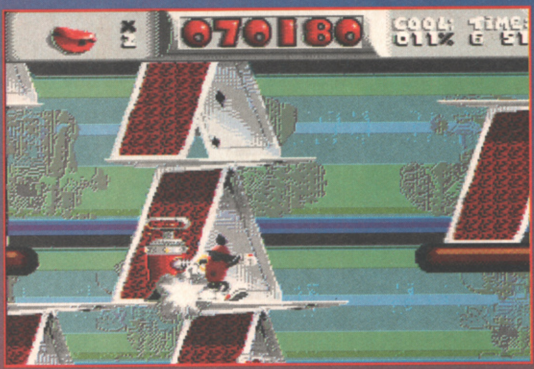



×3
028020
COOL: 059%
TIME: 1 07

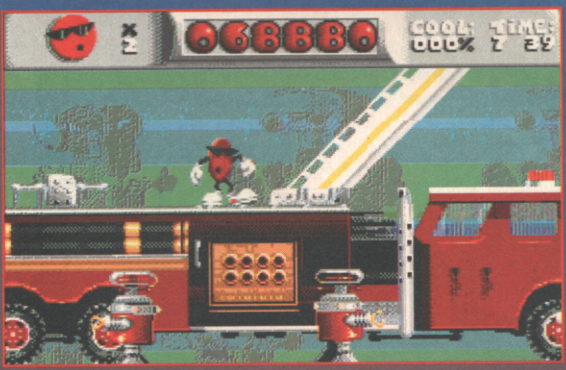
In a moment of frustration, Cool Spot tries a shortcut

Oh, it's the red thing off th

WHERE DOES HE GET THOSE WONDERFUL TOYS?

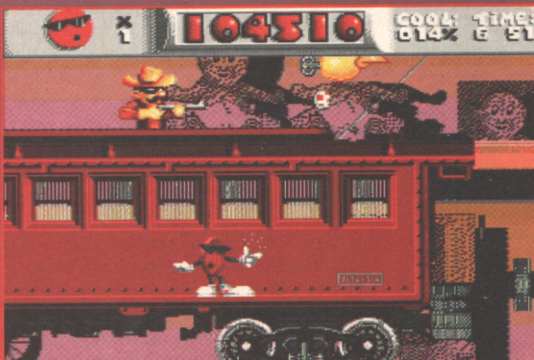

×2
070180
COOL: 011%
TIME: 6 51

These shots are actually from two different levels, but they share a common theme, in that Cool Spot gets to play with some big toys.

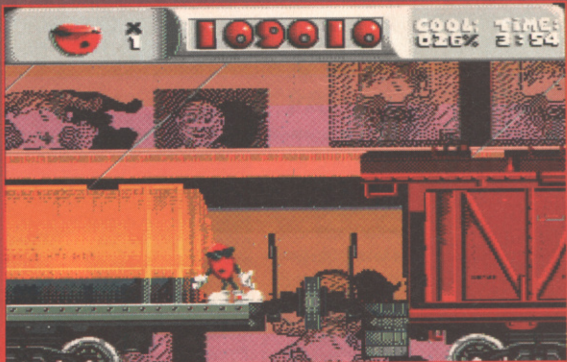

×2
068880
COOL: 000%
TIME: 7 29

Here, for example, he larks around on a giant fire engine, patrolled by a couple of clockwork Dusty Bin characters from TV's 3-2-1.

That was a strange sh sn't it? It too then turned into Eller 's Whodunn

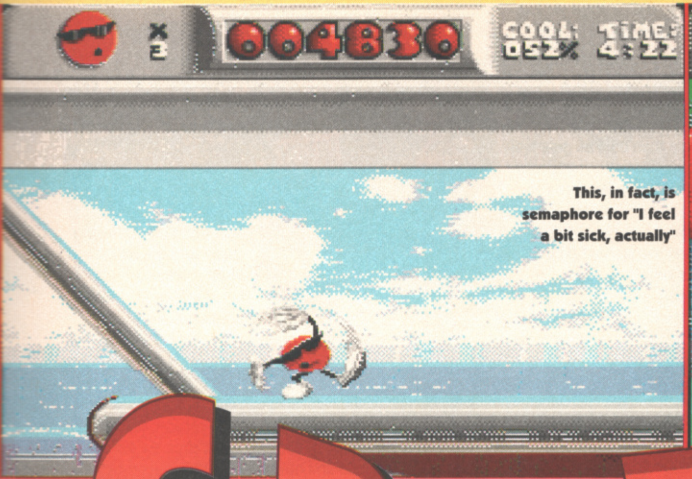

×1
104510
COOL: 014%
TIME: 6 51

And then at the end of 20 minutes of incomprehensible riddles, the 'winners' ended up going home with a bin, without even the comedy face.

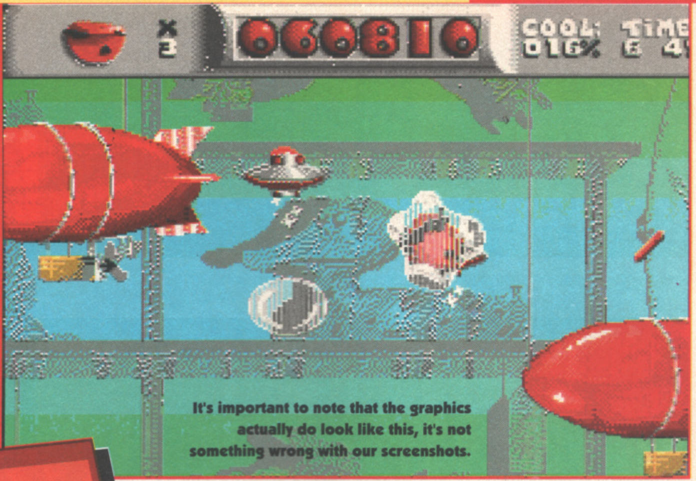

×1
109010
COOL: 026%
TIME: 2:54

Whereas nowadays, get yourself on Strike It Lucky, say, and you're pretty much guaranteed about four grand just for remembering your name.

Or, of course, on Ca d where you running and still onl lf-a-dozen b



This, in fact, is semaphore for "I feel a bit sick, actually"

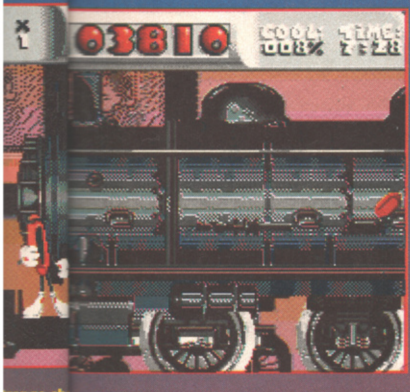


It's important to note that the graphics actually do look like this, it's not something wrong with our screenshots.

SPOT

hing off the green can.

Game: Cool Spot
Publisher: Virgin
Author: John Twiddy, Teoman Irmak (graphics), Andrew Barnabas (music)
Price: £29.99
Release: Out now

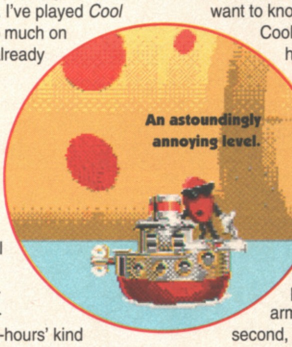


trange sh asn't it? It took an hour to get to the end, into Eller en's Whodunnit. Lord, I'm old.

108360
COOL: 023%

se, on Cat d where you can win it six weeks
still onl alf-a-dozen bloody encyclopaedias.

Hmm. I'm probably not really the right person for this job. I've played *Cool Spot* so much on so many formats already that I've almost forgotten how excited I was the first time I saw it. I borrowed the Mega Drive version from one of our sister mags, intending the usual 'sit-down-with-the-latest-superhyped-Mega-Drive-game-and-finish-it-in-two-hours' kind of nice relaxing start to Saturday morning that sets you up so well for the rest of the weekend (don't you find?). Late Sunday afternoon duly arrived with the shopping still undone and the metaphorical car still unwashed, and I found myself in the unusual situation of going back to work on Monday and enthusing to sceptical colleagues about the delights of a Mega Drive game. I was totally entranced, and I don't mind admitting it. All the same, even at the height of infatuation, I knew that this was a personality thing – Cool Spot the character was an absolute star, with his yawning and yo-yoing and cartwheeling antics, while *Cool Spot* the game was all very fine, but ultimately pretty standard platform stuff. The only vaguely innovative thing about it was that it didn't have any end-of-level bosses, which made a nice change, but also made for a sedate, constant kind of pace.



An astoundingly annoying level.

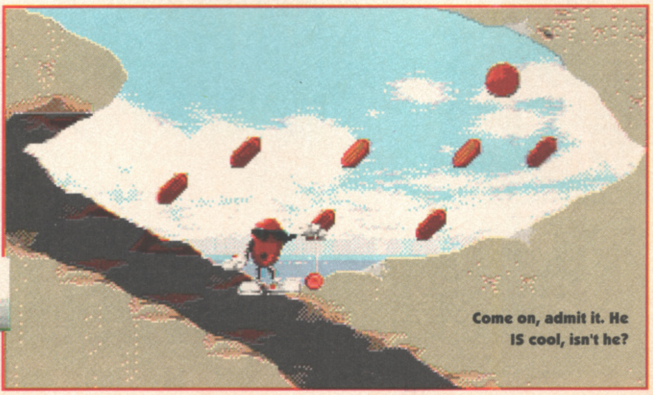
Bored, Spot tried his hand at levitation.

But hey, let's get back to that character for a minute. Do you want to know how cool Cool Spot is? Here's how cool. You know how every video game character under the sun these days, when they stand at the very edge of a platform, waves their arms around and flaps about until you move them? Well, Cool Spot's smarter than that. Move him to the edge of a platform and he'll wave his arms and flap about for a second, sure, but then he gets a hold of himself and stops and stands and looks at you as if to go 'Well? What's next? Get on with it.' He's so cool.

Other than that, you've probably heard all about the wonderful animation on the little red spot dude by now – he yawns, he swoons, he cartwheels, he plays with his yo-yo, he takes off his shades to polish them (revealing a complete lack of any eyes underneath, natch), he brushes himself off when he falls down, and he's just generally completely adorable. (It's not just him, either – the baddies in this game are some of the loveliest around, from the crabs in their boxer-shorts to the nightshirt-clad cheese-throwing mice and the banditos and coal-miners of the train level.) In fact, it's undoubtedly true that he's directly responsible for the game getting significantly better scores than it really, strictly speaking, technically deserves (as is going to be the case here). And that's fair enough, in my book. After all, isn't the whole point of playing games to make you feel good? That was a rhetorical question, by the way.

FIZZY

Sadly, though, Amiga *Cool Spot* isn't the feel-good game among feel-good games that it might have been, and the main reason is the graphics. If you've seen the Mega Drive or SNES versions of this, playing Amiga Cool Spot will give you a



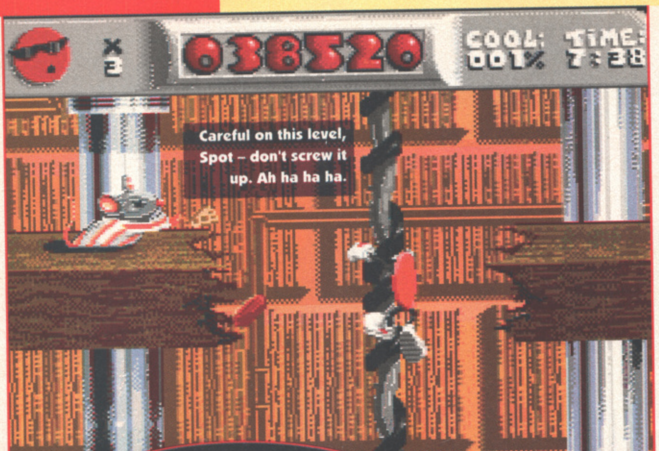
Come on, admit it. He IS cool, isn't he?

slightly inferior feeling, as garishly-coloured backdrops judder around in a fairly-unpleasant-scrolling kind of a way. The first level's alright, but from then on it all gets a bit disappointing – if you saw our Work In Progress on the game a couple of issues ago, you'll have seen the state of some of the later backdrops, which at the time we were told were still unfinished, but which have turned up in the completed game in pretty much the same state. That's not all that much of a loss in itself (you'll be too busy looking at Cool Spot himself most of the time to notice the scenery), but coupled with the jerky scrolling it really starts to affect the gameplay after the first stage (level two in particular, if you zip round it at a reasonable pace, is a real eye-waterer). In fact, while the game actually scrolls very quickly, I suspect a bit of slowing down to reduce the effects of the shudder-and-shake would have been overall a more desirable state of affairs. Still, you do get used to it after a while, so it's not a total game-destroyer. Start writing letters to Virgin now demanding an A1200/CD32-specific version, where we might get proper 256-colour backdrops and smooth scrolling, because it really would make all the difference.

> **"Pace-wise *Cool Spot*'s surprisingly varied"**

BUBBLY

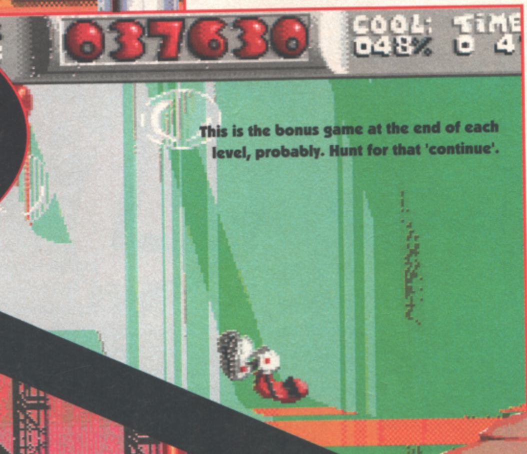
But enough of such cosmetics – let's talk gameplay. As I've said, there are no end-of-level bosses in *Cool Spot*, which I kind of like. What you get is 11 levels of pretty straightforward platforming stuff, where you have to collect lots of little spots before finding cages containing your imprisoned spot friends. There're three difficulty levels, which mostly just alter the number of spots you have to collect before you can unlock the cage (but also make a few subtle changes to the levels themselves), and you start off with no



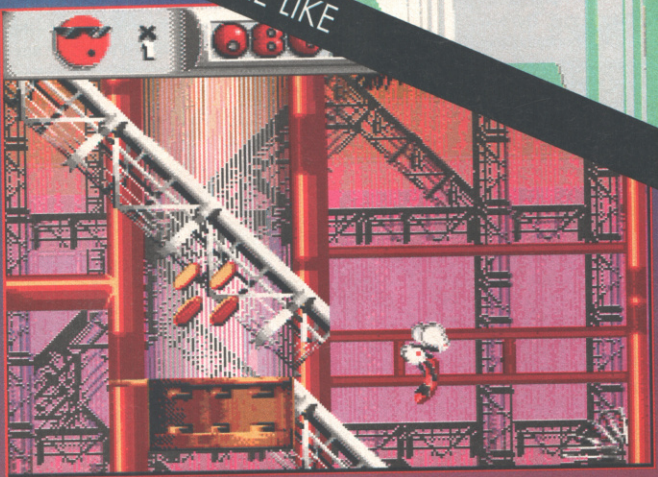
Careful on this level, Spot – don't screw it up. Ah ha ha ha.

INSENSITIVE SPOT, MORE LIKE

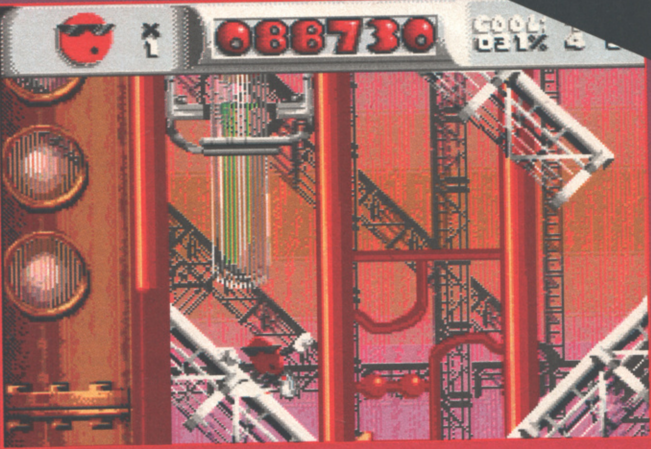
"Can someone get me out of here? It's dark. I don't like it."

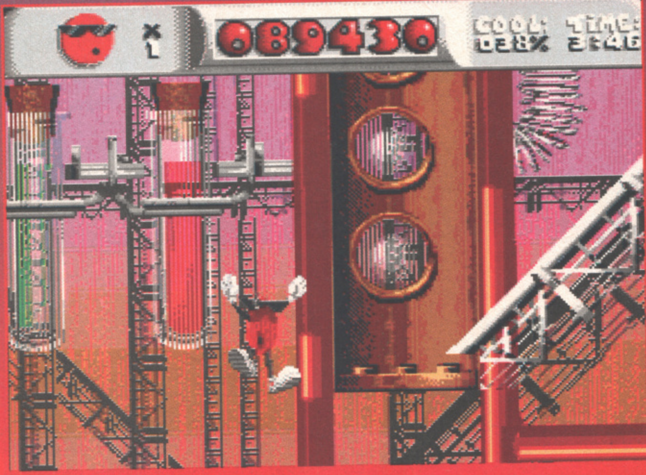


This is the bonus game at the end of each level, probably. Hunt for that 'continue'.



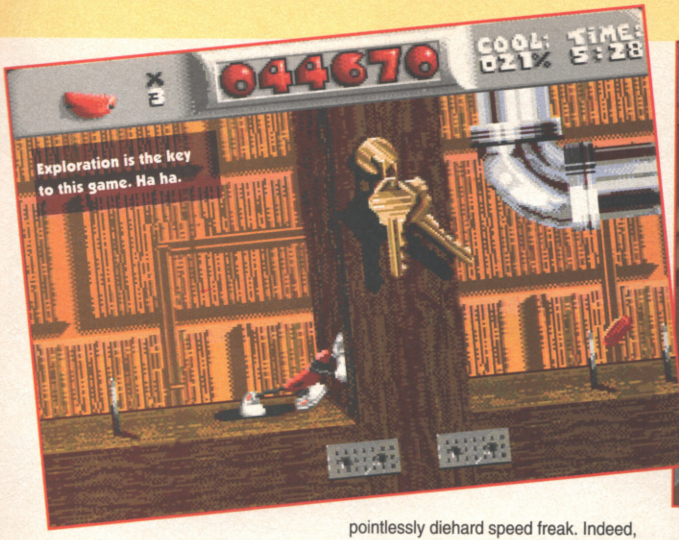
(Left) This is the fastest-moving level in the whole game – you just never stop rolling, plunging, and shooting up vacuum tubes.



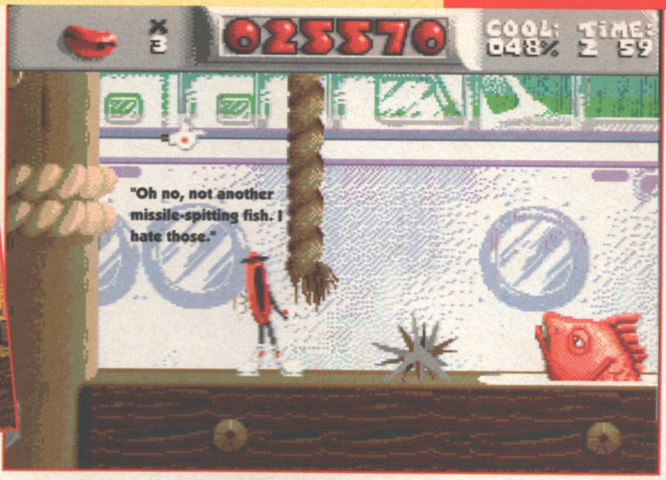


(Above) More rail-riding antics as Cool Spot tries out a few more of his pleiful supply of animation frames. Um... I was talking about game shows, wasn't I?

(Left) The thing that really bugs me, though, about Strike It Lucky, is that the questions are azlways pathetically easy, but all the contestants always just go for two. Its so crap.

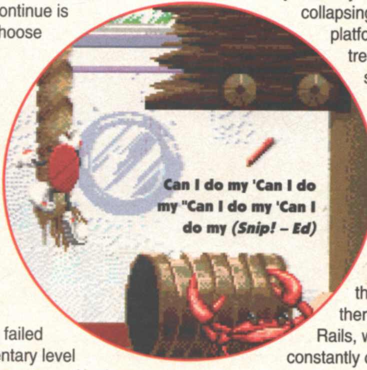


Exploration is the key to this game. Ha ha.



"Oh no, not another missile-spitting fish. I hate those."

continues, which is another pleasant change. To earn extra credits, you have to collect yet more of the spots on each level, which then allows you entrance to a time-limited bonus level where your continue is hidden. You can choose from one-button joystick or two-button joypad control, and have any combination of music and sound effects you like, which wouldn't be worth mentioning if it wasn't for the disturbingly large number of recent games which have failed on even this elementary level of presentation competence. (And while we're on the subject, yes, *Cool Spot* DOES recognise the presence of extra disk drives. Phew.)



Can I do my 'Can I do my "Can I do my 'Can I do my *(Snip! – Ed)*

SPARKLING

There's not really a great deal else to be said on the matter, save perhaps to notice that while at the very start the pace of the game might seem a little sluggish (though no slower than any other version), it's a bit of an illusion – it very quickly gets more than busy enough for all but the most pointlessly diehard speed freak. Indeed, pace-wise *Cool Spot*'s actually surprisingly varied – on the one hand you get levels like the paddling-pool one, where you have to pick your way across the sky very very carefully and slowly over collapsing flying-saucer platforms and treacherous curved surfaces (and if you fall off you invariably land right back down at the bottom of the level, if not actually in the deadly water, which is intensely annoying), but on the other hand there're stages like the Rails, where you're constantly careering up and down a series of ramps and lifts with no flat bits to stand and draw breath on at all. And of course, you've got to balance your playing style between racing to the end of levels as quickly as possible to minimise the danger, and exploring them painstakingly to find every last spot and earn those elusive bonus lives and continues.

Cool Spot breaks into his Dame Vera Lynn impression again.

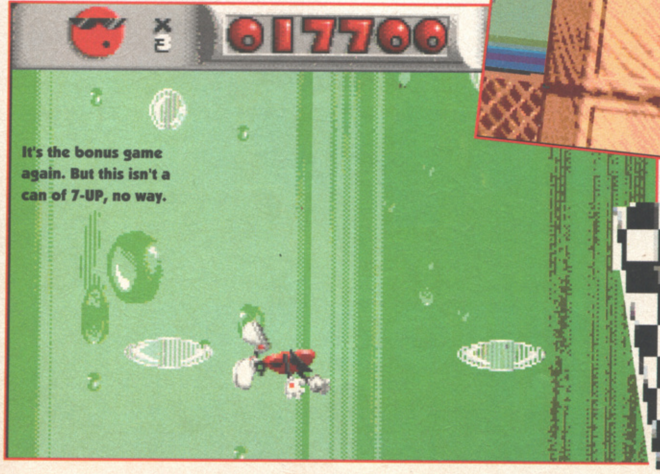
POP

Oh, and I haven't actually mentioned the sound yet, which is a bit slack of me – it's really smart, with very groovy tunes, fizzy and crackling effects and a great line in squeaking from Cool Spot himself. I especially like the scratchily raw version of 'Wipeout' on the title screen and the Western-style Bonanza-ish track that accompanies the train level.

C'mon everybody, do the funky lobster, etc.

Really, though, that's it. *Cool Spot* is a very standard platform game with a few nice touches and a fabulous character. The Amiga version is technically a bit crap, but not to any crippling degree. It's reasonably difficult but not enormously so, and it's just interesting enough to keep you playing all the way through. Apart from that, I haven't got anything to say about it (I'm kicking myself for giving it four pages, if the truth be known). So I'll stop.

● ***STUART CAMPBELL***



It's the bonus game again. But this isn't a can of 7-UP, no way.

▲ **UPPERS** Fabulous music, gorgeous animation and undoubtedly the coolest character ever to star in a video game. A halfway-decent level of difficulty, and no bosses!

▼ **DOWNERS** The jerky scrolling can get to be quite a problem eyesight-wise after you've been playing for a while, and it's a shame that the backgrounds aren't as pretty as the console versions. A slightly odd ordering of the levels means that you get to play some backdrops twice before you've seen some other ones at all.

THE BOTTOM LINE

A smashing platformer with loads to love, but it lets itself down a bit on the technical side. You'll still be playing it for weeks, all the same, and having a good time doing it.

85 PERCENT

THE BOTTOM LINE

A1200 No sign of a 32-bit version yet, but it could cope with smoother scrolling and full-coloured backgrounds, so let's hope so.

F1

Racing games. The battle is well and truly on if it wasn't on before, and it certainly was.

Game: F1
Publisher: Domark
Authors: Chris Johnson
Price: £25.99
Release: Out Now

Here at the AMIGA POWER starting grid, we're putting F1 from Domark through its paces. A game absolutely unique, except for *Vroom* before it, which was virtually identical.

Yup, that's right, with the exception of a few additions and tweaks, *F1* is basically a re-release of *Vroom*. Domark have rather sportingly said so on the back of the game box, "Important notice; an early version of this game has already appeared as *Vroom Multiplay*".

What is it with driving games this month? Is the repackaging a marketing ploy? Are they trying to rip us off? Have they run out of ideas? Thankfully, the answer to all of these questions is a resoundingly raucous reverberating no.

Vroom sold very few units. The biggest tragedy ever in gaming history, perhaps. Domark, sensing that justice had not been done, have taken the basic game engine and tuned it (*This better not be the start of a series of excrutiating car puns or there'll be trouble. – Ed*). Made it more accessible, given it more options and playability than before. And oh my, golly gosh and other euphemistic statements of incredulity and wonderment, they really have constructed a championship winner.

If you've read the review of *Vroom* which appears in AP12, please excuse me for repeating the following, but it's important that you get an idea of what makes *F1* so good; it lies somewhere between the simulation of *F1 GP* and the arcade play of *Lotus 1&2*. With a few exceptions, it manages to synthesise the best parts of both these games and present them in a new and exciting manner. Feel your joystick fingers twitching yet? I certainly hope so.

GEAR CHANGE

Unlike *F1 GP*, with *F1* you can dive straight into the cockpit and start racing. Options-wise, everything's here; joystick selection, level of expertise, type of race etc. But you'll find that out for yourself when you buy the game. Listing everything would take up valuable game criticism space, after all. Just take it from me on trust that the options screen is comprehensive and easy to use, okay.

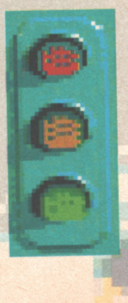
The first thing to smack you in the windscreen is the speed that *F1* runs at – it's truly breathtaking. And that's just the A500 in normal mode. There's also a Turbo mode which, when running on an A1200, is so fast it feels like a high impact collision in the solar plexus. Hhhhhnnnngggghhhh. The real beauty of all this speed is that control of the car is not sacrificed. Okay, rather disappointingly, it's up-to-accelerate only, no choice otherwise. Sad really, too – look at *Lotus 2*'s control options for example. After a while, up-to-accelerate starts to get very painful with a wrist controlled joystick (RSI anybody?) This is offset, slightly, by a really nice touch which I haven't seen in any driving game other than *Vroom*. The nice touch? You want to know what it is? Oh alright then.

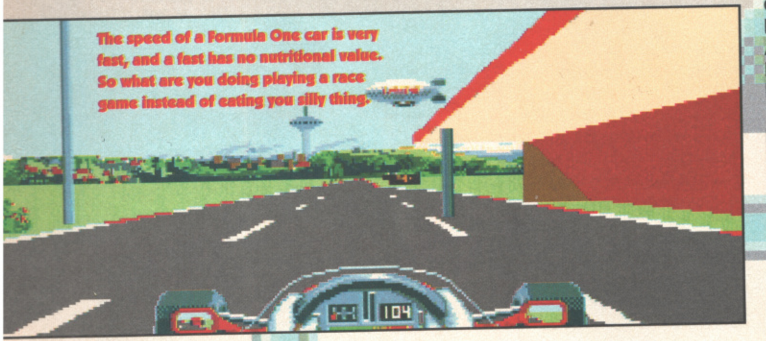
FOOT DOWN

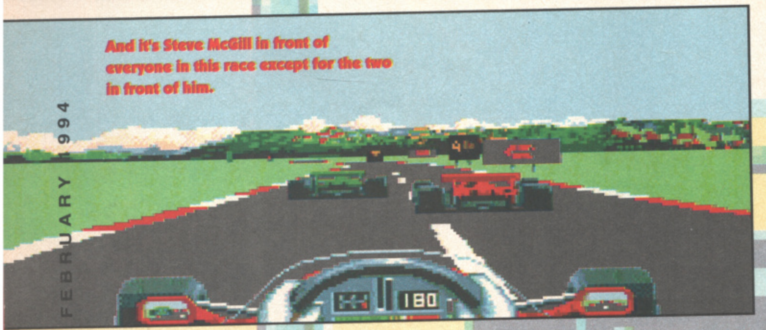
One of the annoying things about driving games, and this holds true for *F1 GP* as well, is that when using a digital joystick and driving round a large curve, you have to keep compensating for it with the joystick. You know the sort of thing; full lock on, off, full lock on, off etc. Hardly conducive to the 'feel' of driving. Happily, this isn't the case with *F1*. If you're on a long or moderate curve, so long as you've chosen the correct line, the car will follow that curve and automatically straighten up when you hit a straight. 'Fantastic!', (and other sycophantic adulations of praise), I say. It's like having the precision control of an analogue joystick without that type of joystick's potential sluggishness, and it's a real boon, especially when overtaking. It also eases the extra strain that having to steer while accelerating extracts from your wrist or thumb.

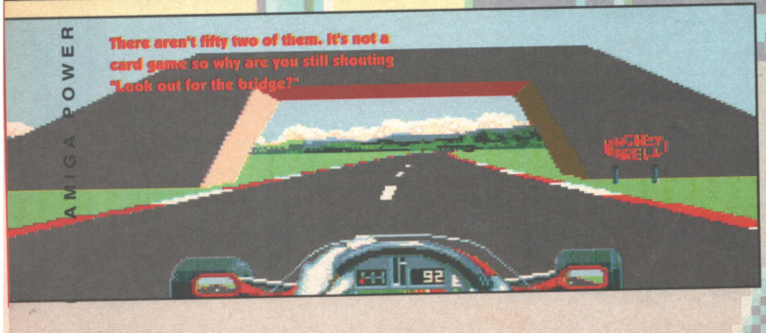
> **"The speed that F1 runs at is truly breath taking"**

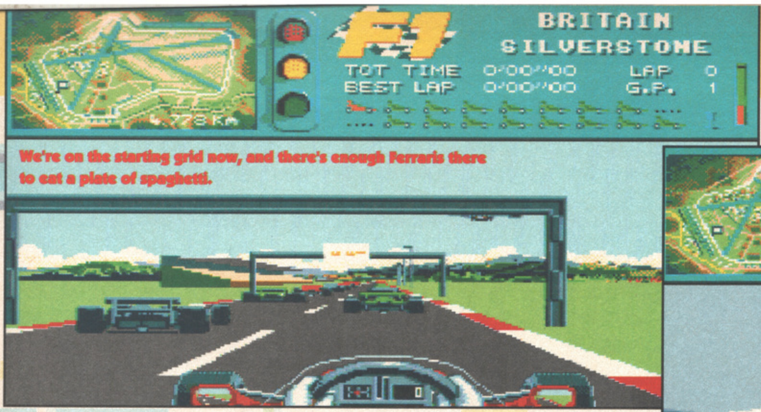
Now that the intuitive control system has been dealt with, how does the game play, what are you meant to do, why would you want to do it and when are you going to get fed up of playing it? (who says we don't ask searching questions in



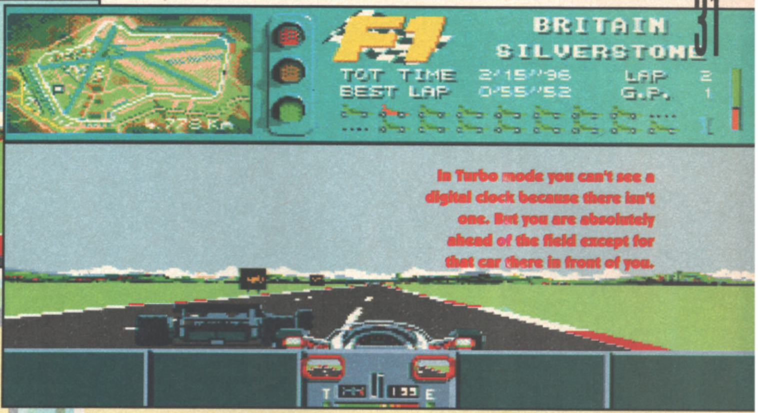

The speed of a Formula One car is very fast, and a fast has no nutritional value. So what are you doing playing a race game instead of eating you silly thing.


And it's Steve McGill in front of everyone in this race except for the two in front of him.


There aren't fifty two of them. It's not a card game so why are you still shouting "Look out for the bridge?"


F1
BRITAIN
SILVERSTONE
TOT TIME 0'00"00 LAP 0
BEST LAP 0'00"00 G.P. 1

We're on the starting grid now, and there's enough Ferraris there to eat a plate of spaghetti.


F1
BRITAIN
SILVERSTONE
TOT TIME 2'15"96 LAP 2
BEST LAP 0'55"52 G.P. 1

In Turbo mode you can't see a digital clock because there isn't one. But you are absolutely ahead of the field except for that car there in front of you.

AP? I'm not going to answer them, but at least I know how to ask them).

The original *Vroom* had six tracks to race on. *F1* is twice as good in this respect – you get 11 tracks to race on. Ho, ho, my little joke (I think). No, you do indeed have 12 tracks to race on. I'll not list them (check the boxout) because that caused me all sorts of grief when I wrote the preview in AP32. What's more, you can enjoy driving on these tracks in any of three modes.

In Arcade mode, you have to overtake an increasing number of cars in order to qualify for the next race. The first quota is seven cars over seven laps, the next is ten over seven laps and so on.

ACCELERATION

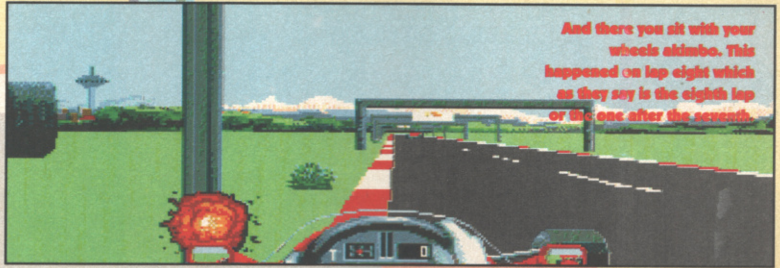
Try the Arcade option out first. Unless you're some kind of ballistic autistic statistic, you probably won't get too far on the first couple of shots. Do not worry, Domark is here to help. Thoughtfully, they've included a training mode. Do I need to expand on this one? Good, I didn't think so. Use it for practising different tracks. Especially useful when preparing for Turbo mode, which narrows the screen down a bit but bumps the speed up from 'frightening' to 'OhmyGodit'scoming rightatmeIcan'thandleitHELP!'

Lastly is the meat and two burgers of the game – the GP racing section. Again, the helpful options screen thrusts in with a supercharged fuel injection of choice and user selectivity. You can save the game after any race using the function keys. Pretty useful, if only to impress your friends with your top qualifying times and performance.

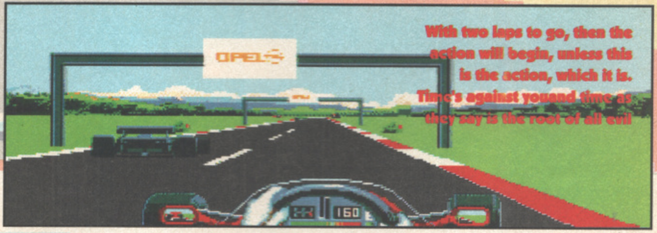
Now, as it stands, you may just have picked up the vibe that I think this game is rip-roaringly funky. You'd be right to think so too. The real cream on top of the pie however has yet to be mentioned. It's not startlingly innovative or even original, but it is an inclusion of a function which was conspicuous by its absence in *Vroom*. Yup, it's that all enjoyable split-screen mode enabling you to take on your mum, dad, girlfriend, boyfriend, brother, sister, dog, cat, budgie, granny etc etc.

FLAT OUT

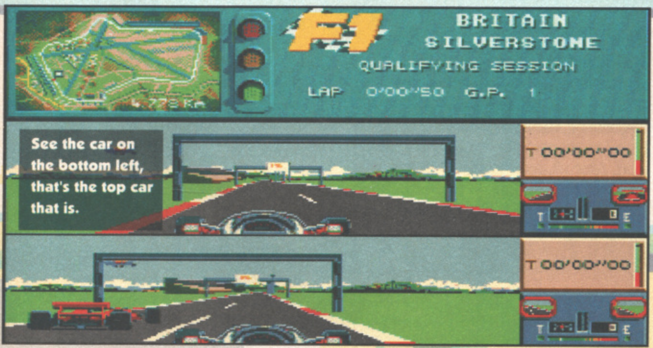
Let's not be too unfair to *Vroom* however. It did include an option for linking up with another Amiga. While in my opinion this is undoubtedly the best way to experience



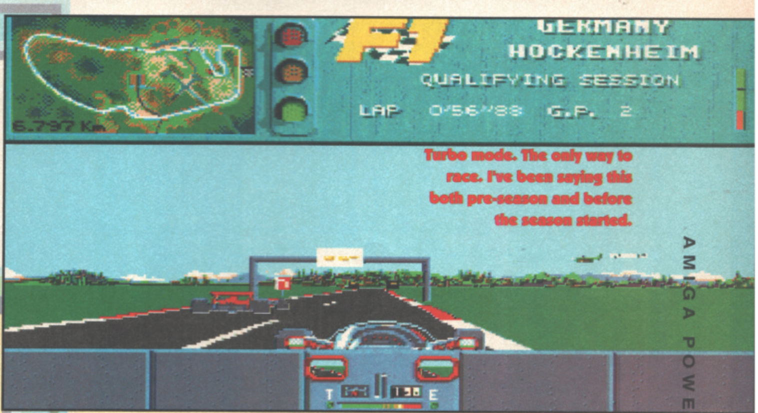
And there you sit with your wheels akimbo. This happened on lap eight which as they say is the eighth lap or the one after the seventh.



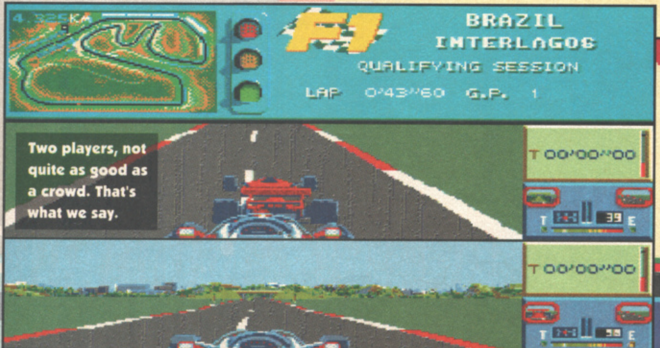
With two laps to go, then the action will begin, unless this is the action, which it is. Time's against youand time as they say is the root of all evil


F1
BRITAIN
SILVERSTONE
QUALIFYING SESSION
LAP 0'00"50 G.P. 1
T 00'00"00
T 00'00"00

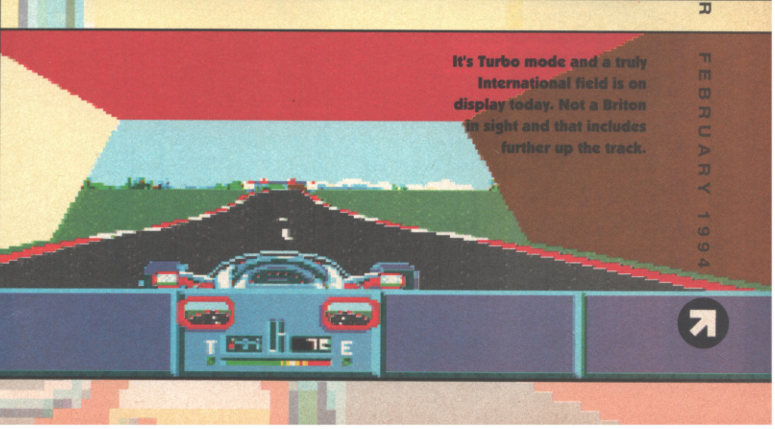
See the car on the bottom left, that's the top car that is.


F1
GERMANY
HOCKENHEIM
QUALIFYING SESSION
LAP 0'56"88 G.P. 2
6.797 Km

Turbo mode. The only way to race. I've been saying this both pre-season and before the season started.

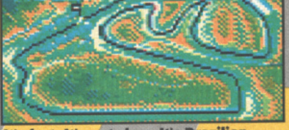

F1
BRAZIL
INTERLAGOS
QUALIFYING SESSION
LAP 0'43"60 G.P. 1
T 00'00"00
T 00'00"00

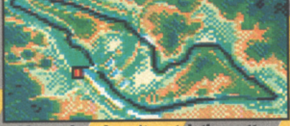
Two players, not quite as good as a crowd. That's what we say.

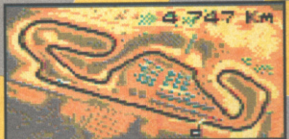


It's Turbo mode and a truly International field is on display today. Not a Briton in sight and that includes further up the track.

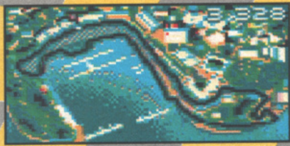
RACE AROUND THE WORLD IN TWELVE CIRCUITS, OR SOMETHING.

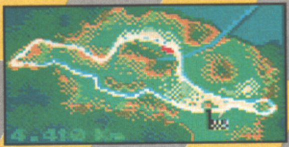

It's fast. It's not slow. It's Brazilian which means it isn't Argentinian.


Okay, okay. I can't match the pattern of this one with those in the manual.

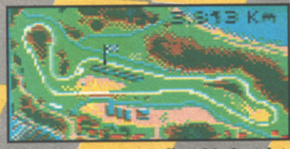


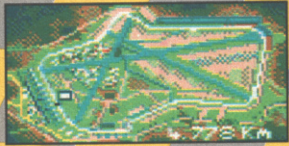
It's Spanish, Freddy Mercury sang about it. It's Barcelona Ole.

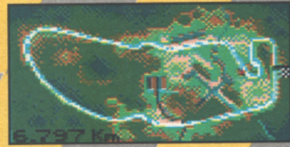

Fast tricky street circuit. Look out for any stray Princess Stephanie's.



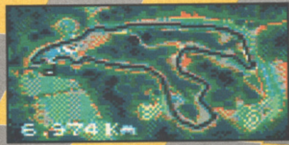
It's so boring it could only be from Canada. Whaddyaknow, it's Montreal.


No, it's not Immac-Rollon. It's Castelet in France, which means its French.

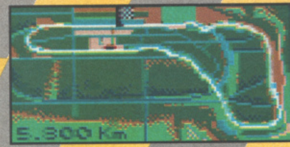

Silverstone, and I've suffered an anxious moment among many here.



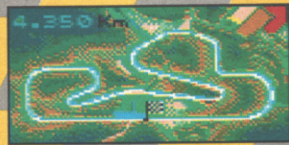
Hockenheim. I'll never race there again unless I race there again.



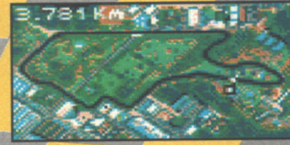
Spa in Belgium. Apparently they're Belgian from their feet to their hair.



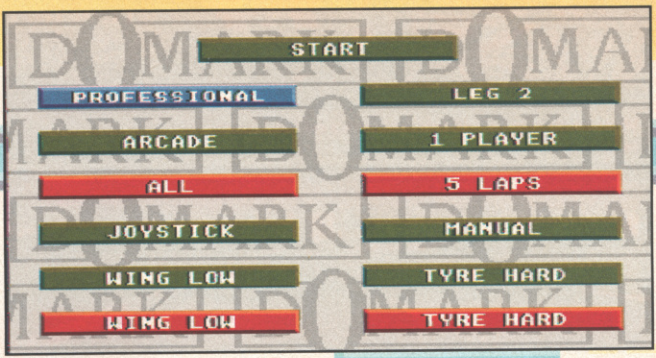
It might look rude, but then again it is Italian and they like funny shapes.



In Portugal, the racing carries on very much as normal; TV cameras blazing.



Adelaide. Believe it or not, going fast here can make a difference.



START

PROFESSIONAL | LEG 2

ARCADE | 1 PLAYER

ALL | 5 LAPS

JOYSTICK | MANUAL

WING LOW | TYRE HARD

WING LOW | TYRE HARD

Well if you decide to count the options that the fabulously friendly options screen you're going to need more than one hand or even two hands. Now that's a lot of hands.

race games (you don't have to huddle around a single monitor and the screen isn't reduced in size), it isn't always practical. Therefore, overall, the split screen is the better option. Sadly though, for reasons known only to themselves, Domark have dropped the link option in *F1*. Two's fun, but four's a crowd (or something like that). Knowing that you're racing against someone competitively always heightens the senses. Imagine racing against three other people at the same time; sensory saturation overload, competition heaven and, well, you get the idea, er, don't you?

DECELERATION

Before I start winding up, drawing a comparison analogy and giving you my final conclusion on *F1*, it's compulsive that some more space be given to the Turbo feature. (*'Compulsive'? – Ed*) It runs around 33% faster than Arcade mode on the standard A500 giving a full 25 frame update rate. The cost, of course, is some slight graphical loss, ie they've compressed the screen a bit and cut out some of the extraneous scenery (but not so that you'd notice). Even more impressive is the fact that you get a full 50-frame update from an A1200. I defy anyone to say that Turbo mode racing is easy and mean it, especially if Expert has been selected from the difficulty options. Yes, this racer may be the only one you will ever need. The competition looks decidedly pale beside *F1*.

As you'll have guessed by now (and if you haven't you must be pretty stupid), this is a three page review. 'Fantastic!', I said when given the orders by Stuart (it pays to sound enthusiastic). Three pages means that there's plenty of room for some hard information and quite a bit of trite as well. You'll never guess where we've reached now; Ha Ha Ha.

In my virtual life, ie. the one outside of AP towers (sometimes, in lucid moments it seems almost real) I had a 750cc powerhouse of a motorcycle. It's destroyed now, unfortunately. It had identical performance statistics to a Lotus Esprit Turbo. Big deal? Stay with me – this is important if I'm to convey just how good *F1* is compared to the competition.

You know the kind of guy who drives an XR3i, XR2i, or a Peugot 205 or whatever (usually it's their dad's car as well)? These guys think they're fast. Quite frankly, they're not. They're boring. They think that a slight compression of their body into a bucket seat is tantamount to acceleration. They're slow in the head as well as dangerous. 'Contemptible' and other adjectives of snobbish biker in-the-know derision apply.

My bike's performance was like a retro-thrust afterburn kick in. It could accelerate so hard that I had to use all of my physical strength in a kinaesthetic depletion exercise just to hang on. Frightening slightly, exhilarating definitely. Now I'm not going to dwell on this too long. After all, acting like that all the time on a motorbike is neither big, hard or clever (*Natch. – Ed*). But it is fun.

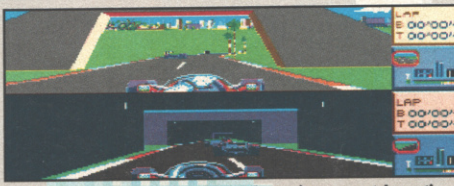
RACE OVER

So now to the point. *F1* is a real performer. Just to make sure my conviction was 100% behind what I have to say about *F1*, I pulled out a whole load of other racers and played them again. Among them were go-faster stripes like *Nigel Mansell*, *Lamborghini Challenge*, *Lotus 1&2*, *Crazy Cars 3* etc. Now, I'm not going to name names, but truly Domark's *F1* is a Formula One game. The rest verge on being XR3's to plain old 1100 Fiesta's. There were even a couple of Fiat 126's in there, as well as a Sierra Cosworth 24 valve (*Stop this now. – Ed*). Not one though was capable of matching *F1*'s performance. The same story applied with my bike when people in cars thought they could race me. Eat my diesel, encrusted tarmac slacker.

Hopefully, I've conveyed just how good *F1* is. Don't make the same mistake that people originally made with *Vroom*. Buy it now, if not sooner.

On the starting grid of disks in my disk box, *F1 GP* is just hanging on to Pole Position. Domark's *F1* is 0.9 of a second behind. And as they say, that's less than one second.

● ***STEVE MCGILL***



caption copy stylecaption copy stylecaption copy stylecaption copy stylecaption copy stylecaption copy style

UPPERS Speed. Controllability. Gameplay. Perspective. Finish. Quality. Competition play. Worth buying a Quickjoy foot pedal joystick for. This is the best racer of this type on any platform. You should have seen the Nintendo staffies gasp at the speed. Cornering is more forgiving than the original *Vroom*. Still plenty of scope to crash though. Difficulty levels and Turbo mode ensure that this game will take a long time to master. 12 tracks to race on is plenty.

DOWNERS Up-to-accelerate only is a bummer, make no mistake. When you change to a different mode in the options table, you've got to reselect the joystick/mouse option. Not as colourful as some racers, but I'm clutching at straws for downers now.

THE BOTTOM LINE

Even if you've got a thousand racers, *F1* is still an absolute essential for your collection. It's exciting enough to rope in close friends and family etc who aren't even interested in computer games. A veritable diamond among much compressed carbon.

90 PERCENT

THE BOTTOM LINE

A1200

What can be said? *F1* is so fast that all the old cliches about adrenalin pumping etc. just don't apply. It's much, much more exciting than that. *F1* will nootropically (*Look it up. I had to. – Ed*) accelerate your brain.

PROFESSIONAL FOOTBALL MASTERS VERSION 4

Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

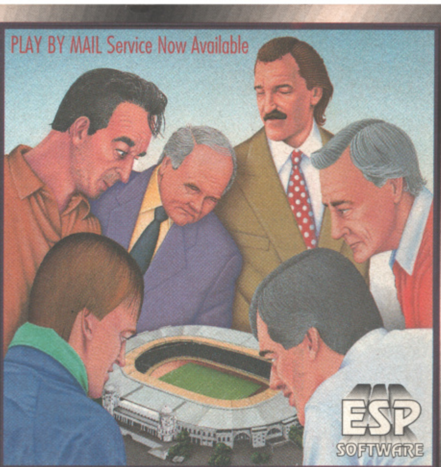
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

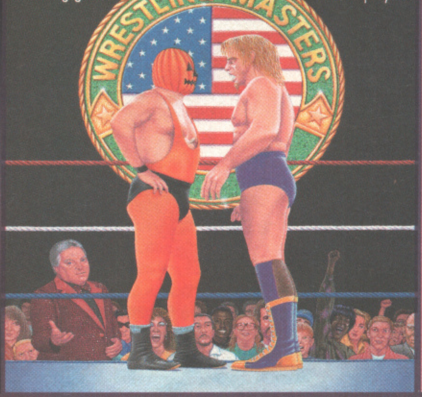
Scottish : Dedicated version details available upon request.



PLAY BY MAIL Service Now Available
ESP SOFTWARE

EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players

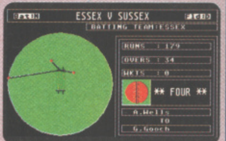


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.


ESSEX V SUSSEX
BATTING TEAM:ESSEX
RUNS : 179
OVERS : 34
WKTS : 0
** FOUR **
A.Wells
TO
G.Gooch

STABLE MASTERS V2

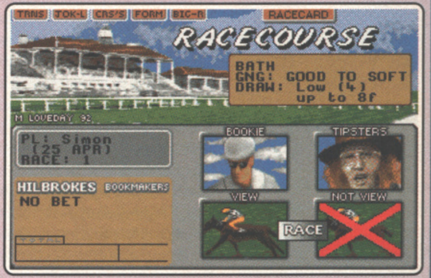
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



BATH
GNG: GOOD TO SOFT
DRAW: Low (4)
up to 8f
PL: Simon
(25 APR)
RACE: 1
HILBROKES BOOKMAKERS
NO BET

- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

24 HOUR CREDIT CARD HOT-LINE

(0702) 600557

VISA MasterCard

48 HOUR DISPATCH

CHEQUE PAYMENTS

If you have a guarantee cheque card or credit card please write its number on the reverse of your cheque, doing so will ensure dispatch within 48 hours of receipt.

OUR ADDRESS

ESP Software DEPT. AP
32a Southchurch Road,
Southend-on-Sea,
Essex SS1 2ND. England.
TEL. (0702) 600557
FAX. (0702) 613747

MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

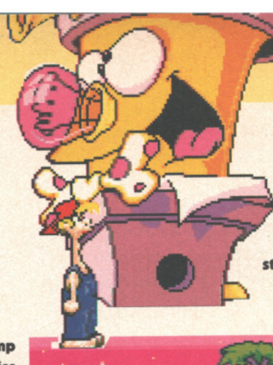
COMPUTER ST 512K S/S	COMPUTER ST 512K D/S	COMPUTER ST 1MB	COMPUTER AMIGA 1MB	COMPUTER P.C.	DESCRIPTION AP	PRICE	TOTAL
☐	☐	☐	☐	▨	Professional Football Masters V4	24.95	
☐	☐	☐	☐	▨	P.F.M. Editor V4	12.00	
▨	▨	☐	☐	▨	Stable Masters V2	24.95	
▨	▨	☐	☐	☐	Oracle Horse Tipster (RRP £99.95)	75.00	
☐	☐	☐	☐	▨	Cricket Masters	24.95	
▨	▨	▨	☐	▨	World Cup Cricket Masters	24.95	
▨	▨	▨	☐	▨	Wrestling Masters	19.95	
						GRAND TOTAL	

CREDIT CARD NUMBER & EXPIRY E.& O. E.

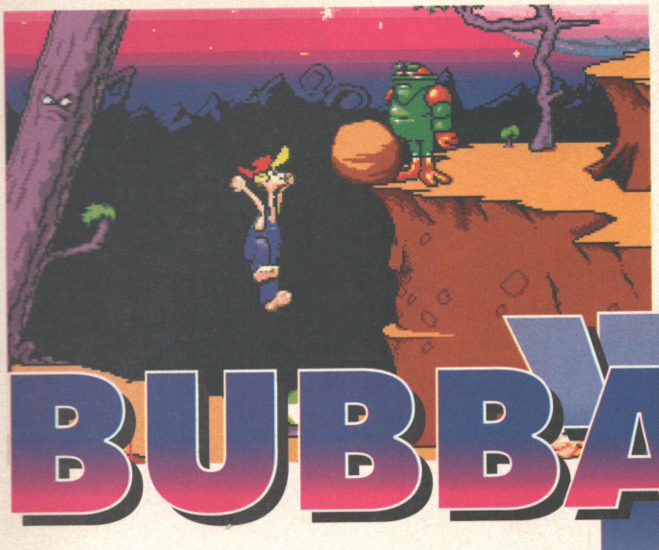
NAME ______ TELEPHONE ______

ADDRESS ______

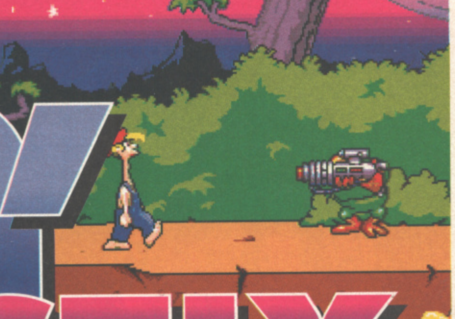
POSTCODE ______



By far the wackiest levels are the against-the-clock bonus ones, which Bubba enters by getting sucked into this small hole. Stranger than a strange thing, or what?

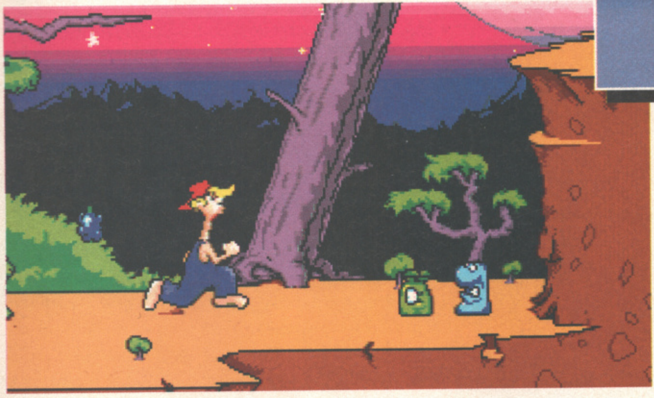


Although Bubba's definitely stupid, he's a raging Einstein compared to the idiotic alien hunter.

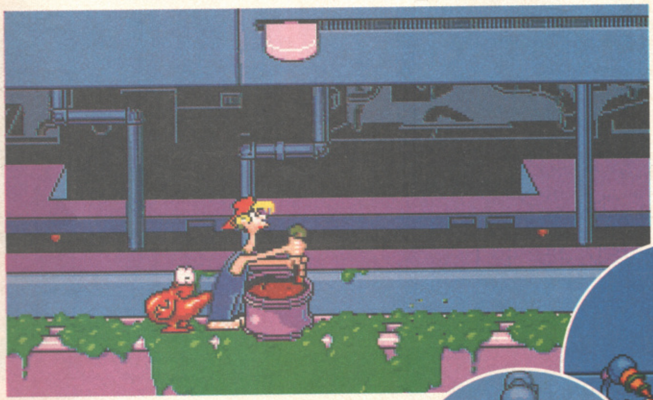


What sort of simp could possibly miss with a lazoid blaster at point blank range? This sort of simp.

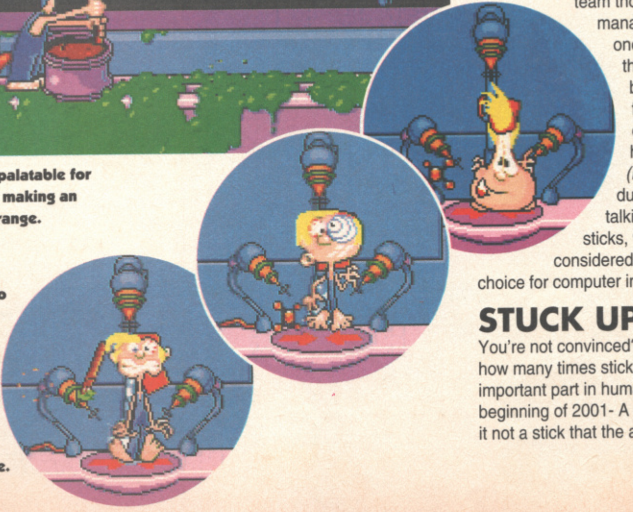
BUBBA 'N' STIX



These two cheeky little chappies will happily natter to each other until you turn up, and then they clam up and eye you susiciously. They're also vital to progressing. Somehow.



Stirring the food makes it palatable for the monster, who dives in, making an impromptu trampoline. Strange.



Teleportation's vital to complete one of the levels, but as you can see, it's not quite as simple as those Star Trek people would lead us to believe, but still more fun than travelling on the London Tube.

Game: Bubba 'N Stix
Publisher: Core
Author: In house
Price: £25.99
Release: Out now

Until now, there's been a noticeable gap in the market for a video game that stars a moronic inbreed from the deep south of America, the sort of place where technological progress means that telephones and refrigerators are now regarded only with suspicion rather than fear. This deficiency is understandable, seeing as moronic inbreeds are constantly given negative coverage in films such as Deliverance and Angel Heart, but Core Design have finally taken the brave step of introducing a character who could walk into a small room containing both his grandparents, four cousins, two brothers in law, a nephew and three aunts, and still be looking at just five people. Yee-haw.

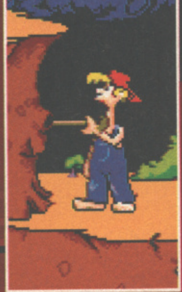
That's not the only innovation from this Derby-based programming team though, as they've managed to include not one, but two minorities that have constantly been overlooked in favour of cuter characters such as hedgehogs, frogs *(Frogs? – Ed)* or ducks. I am, of course, talking about small sticks, which I've long considered to be an obvious choice for computer immortality.

STUCK UP

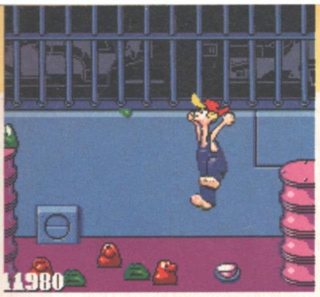
You're not convinced? Okay, think about how many times sticks have played an important part in human history. At the beginning of 2001- A Space Odyssey, was it not a stick that the ape man used as a weapon, therefore launching humanity on its destructive course of technical progression? *(Well actually no, it was an animal bone – Ed.)* And the Battle of Trafalgar, that famous sea battle that changed the course of European history. At the decisive moment, didn't Admiral Nelson raise his telescope to his blind eye and utter the famous lines "I see no sticks"? *(Once again, close but no cigar. Nelson was busy dying as the battle reached a crescendo, and he said that line months if not years earlier. Come to think of it, I don't remember him mentioning sticks even then – Ed.)* And then of course, there was Twiggy the sixties supermodel. *(The words 'you're, 'fired', 'you' and 'git' spring strangely to mind – Ed.)* Need I say more?

1001 THINGS TO DO

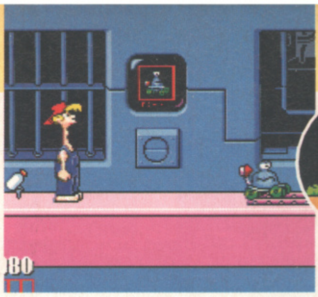
You might think that the only good stick's a dead 'un and that apart from whittling and making matches, they're pretty useless items, only good for throwing for your dog, but you'd be wrong. Sticks are quite literally lifesaving essentials, vital for space travellers everywhere. Prepare to be amazed as Stix dazzles you with his twig dexterity.



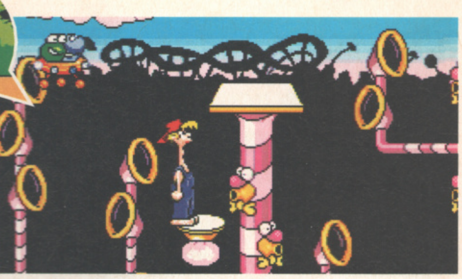
Pushing Stix into a hole provides a handy, but temporary platform.



Looking much cuter than dull stars or coins, these bonus points just sit around.



To pacify the milk monster, you need a milk bottle, which obediently follows you.



If you run up to and catch the bonus thing on the wheel, Bubba gets transported to the very odd bonus level. Hmm.

So now, a half-witted dullard redneck delivery man has teamed up with the world's first arborial super hero for the most explosive cretin/tree duo since, er... Since, um, well since the last dynamic moron/plant duo you saw. Oh yes indeedy.

LITTLE ACORNS

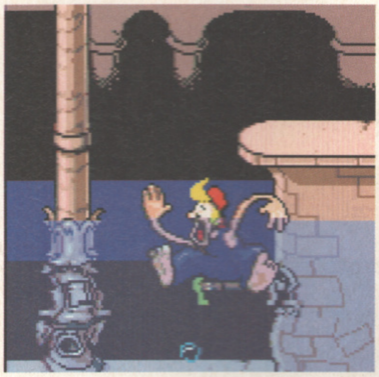
The silly story's actually vaguely relevant to the game this time, so here goes. Bubba's in the act of delivering something to the middle of the Bayou swamps (or something) when he's kidnapped by an alien zoo collector. Due to some mix-up, he's dropped off on a planet by mistake, and has to make his way back to Earth, avoiding the incompetent hunter in the process. Thankfully, while Bubba's as thick as two short planks, his friendly alien stick's a much sharper cookie, giving Bubba the edge over his enemies. Well, I did say vaguely relevant, because although it's a very, very silly story, the alien head hunter turns up quite a bit along the way.

What looks like another linear platform game turns out to be a rather fiendish arcade puzzler, as more often than not, your path's blocked by some sort of physical obstacle rather than a baddie. That's not to say that there aren't any baddies, because there's millions of them, it's just that they're usually done in by a swift beating administered by Monsieur Stick. No, it's the puzzles that halt your progress, and although they're actually quite simple in theory most of the time, they take a lot of tries to get right. This is both a good thing and a bad thing, as you feel great when you finally manage that difficult tip/flood/switch/run combo, but it can also be massively frustrating when you know exactly what you need to do, but JUST CAN'T DO IT! AAARRRGHHHH!

As you've probably worked out by now, Bubba's just an amusing vehicle which allows the brains of the team (ie Stix) to get from one location to another, so it follows that most of the clever stuff's done by the stick. This is the real meat of the game, and what makes it stand out head, shoulders and extremely long, skinny neck above any other platformer. Stix is a bit of a cool character, with his Beatles mop of green hair and his skinny little brown bod, and he's ever so useful for all manner of actions from blocking holes to balancing with and standing on.

MIGHTY OAK

Now before you say "But hold on, I have in my hand an ordinary, un-animated, non-alien twig from a nearby wooded area. It can also be used for these actions, so how come someone hasn't made a game about me?" I'll pre-empt you by pointing out that Stix is an alien stick, and capable of a couple of rather special acts. For instance, when Bubba throws him, he spins round and make his own way back, so if you throw the stick away and set Bubba running off in the opposite direction, you can inflict quite a lot of damage on baddies as Stick rattles his way down corridors. You can also wedge Stix into a hole or something, and then call him back by pressing the fire button, proving once more that a stick is most certainly a moron's best friend.



Watching Bubba's frantic panic as he drowns is the funniest thing I've seen since this kitten... *(Snip! – Ed)*

All this bizarre twig-related activity is presented in frenetic, anarchic, cartoon-o-vision, with some of the finest goofball scenes played out time after time. Getting Bubba to leap into the water without Stix results in him splashing about in panic until Stick returns to act as a snorkle. Running Bubba into an electric field causes a brilliant flashing skeleton to appear, and chucking Stick in produces a tiny skull with about six vertebra attached. Bonuses and restart points appear as little wobbly aliens and tiny background animations make everything seem so alive. They're funny, brilliantly animated and I simply can't fault the graphics at all.

As I mentioned earlier, some of the puzzles are a bit tricky to execute, but that could probably be put down to my mediocre gamesplaying skills, so I'll go onto the only other serious reservation I have with the game, which is its shelf life. The game's split up into five levels, and has some further bonus levels, consisting of Yellow Submarine-esque near-hallucinatory experiences. The alien forest at the beginning's little more than a warm up, but in the remaining four levels there's plenty of variety. For example, lava flows and rock falls give way to complex grids of pipes, suction tubes and balloon machines in the underground level, so in each level, you're getting masses of gameplay and silliness.

SYCAMORE

I can't help feeling that five levels aren't much challenge for all you legions of battle-hardened gamers, and that Core could well be 'doing a *Putty*' (as they say) by producing a small but perfectly formed product. If this is the case, then my crap gameplaying is a positive boost. It means I'll take longer to finish it, so in losing, I could well win. Yeah, think about it.

● ***CAM WINSTANLEY***

UPPERS It's got a stick in it, it's got a geeky looking guy wearing dungarees in it – What more do you want?

DOWNERS With only five levels, and one of these being a fairly simple intro level, it's not going to take you very long to finish.

THE BOTTOM LINE

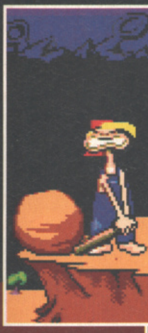
It's the closest thing to a Looney Tunes cartoon I've seen on the Amiga, with masses of animation and a huge cast of imaginative monsters to meet along the way. The puzzle base of the game provides interesting gameplay while being annoying when you're stuck.

84 PERCENT

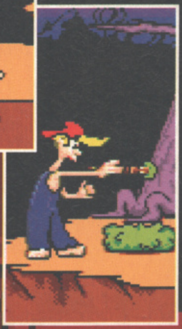
THE BOTTOM LINE

A1200 Still gorgeous graphics, still slightly annoying puzzles, still good family fun. No real (or indeed, unreal) changes though.

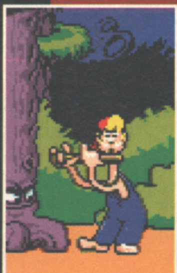
DO TH A STICK (WELL, SEVEN).



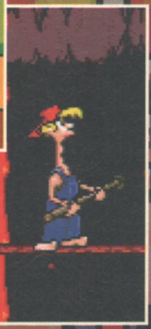
With a suitable fulcrum and sufficient force, you can use Stix to lever heavy objects.



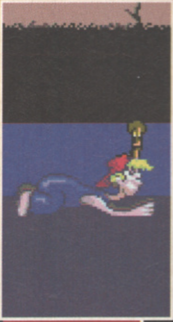
A thrown Stix can inflict a nasty crack on the head, and he also returns under his own steam. Not bad.



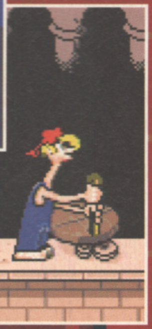
In an entertaining but pointless display of boredom, Stix can be played like a flute.



Inexplicably doubling in size, Stix can balance Bubba as he crosses a tight-rope bridge over hot lava.

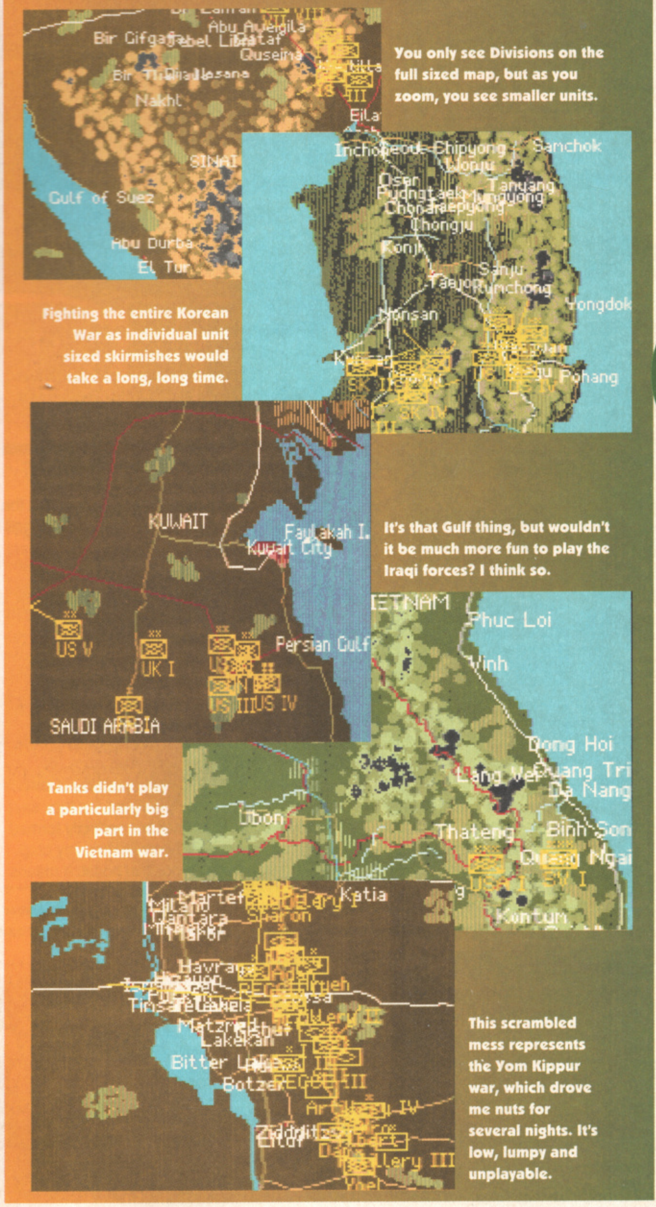


We can only assume that Stix is hollow, since he's not only musically inclined, but also fairly snorkelly.



Bubba can raise various doors by using Stix as a crank handle in the winding mechanism.

THOSE BATTLES IN FULL.



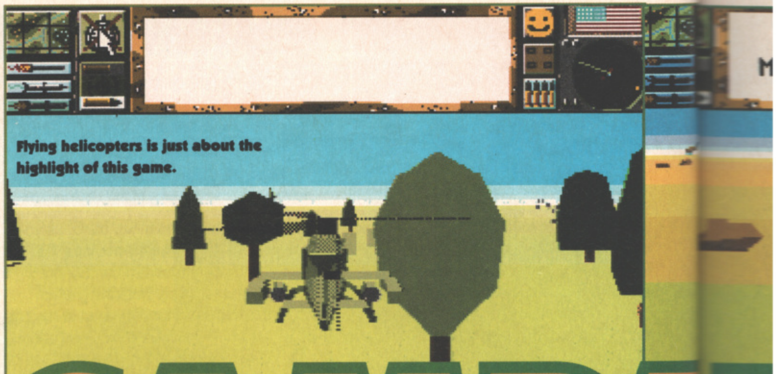
You only see Divisions on the full sized map, but as you zoom, you see smaller units.

Fighting the entire Korean War as individual unit sized skirmishes would take a long, long time.

It's that Gulf thing, but wouldn't it be much more fun to play the Iraqi forces? I think so.

Tanks didn't play a particularly big part in the Vietnam war.

This scrambled mess represents the Yom Kippur war, which drove me nuts for several nights. It's low, lumpy and unplayable.



Flying helicopters is just about the highlight of this game.

CAMPA

Game: Campaign 2
Publisher: Empire
Authors: Jonathan Griffiths
Price: £24.99
Release: Out Now

What we have here is one of the biggest disappointments I've had since I joined the mag. Not a particularly good sentence to start a two page review, since you can imagine what's going to follow, but I'm going to have to spare the normal wibble because *Campaign* was such a popular game, and if I give this one a hard time without justifying myself, I'm going to get more than the usual number of death threats in the post.

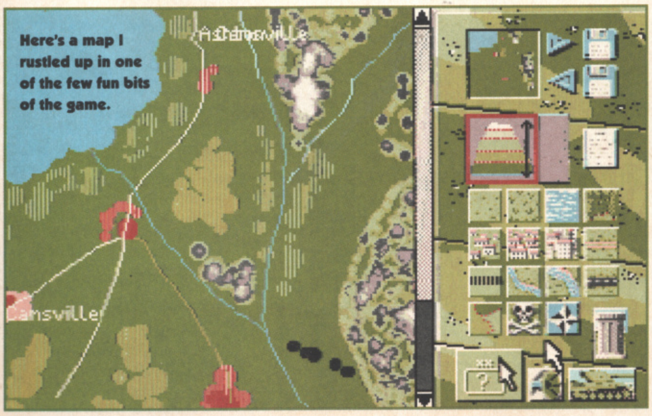
Here is a tank. Tanks are fun things.

Okay, two facts to start off with. One – I've never played the original *Campaign*, so you're not going to get any comparisons, and two – the prospect of playing an in-depth, total war, no-hold barred wargame almost gave me nosebleeds of joy. I love wargames and so I expected to love this.

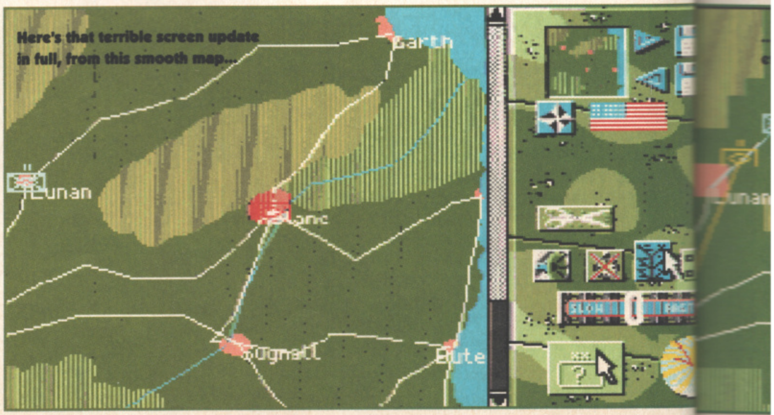
Campaign 2's sub-heading is '50 Years of Global Conflict' which tells you exactly what it's all about. *Campaign* covered WW2 and this takes off from there, covering conflicts in the post-War years.

BETWEEN THEM

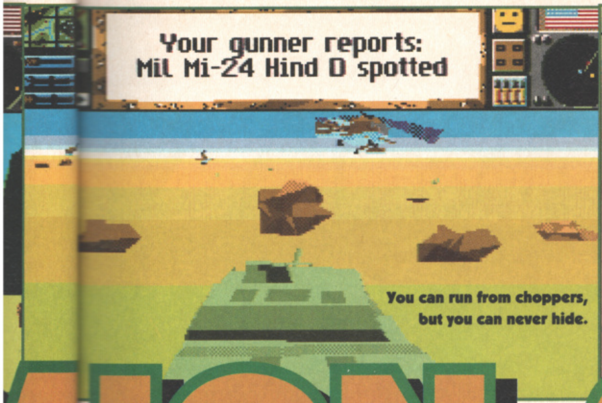
The game comes on two disks, one of which has a pretty intro sequence while the game's on the other one, along with all manner of maps and scenarios. These consist of 14 training maps and six real war maps. The training missions progressively introduce you to different aspects of the game, so you start with armoured units on open spaces, progress through artillery and air support, and then fight with realistic scenery. The real war maps plonk you in control of entire armies from the Korean War of the 50s through the Israeli Six Day and Yom Kippur wars, Vietnam, the long running Iran/Iraq war and finally the Liberation of Kuwait. Oddly enough, you can only play the 'good guys' (ie the Western backed forces) which instantly slashes the game's shelf life by 50 percent. It's the first of a lengthy catalogue of mistakes.



Here's a map I rustled up in one of the few fun bits of the game.

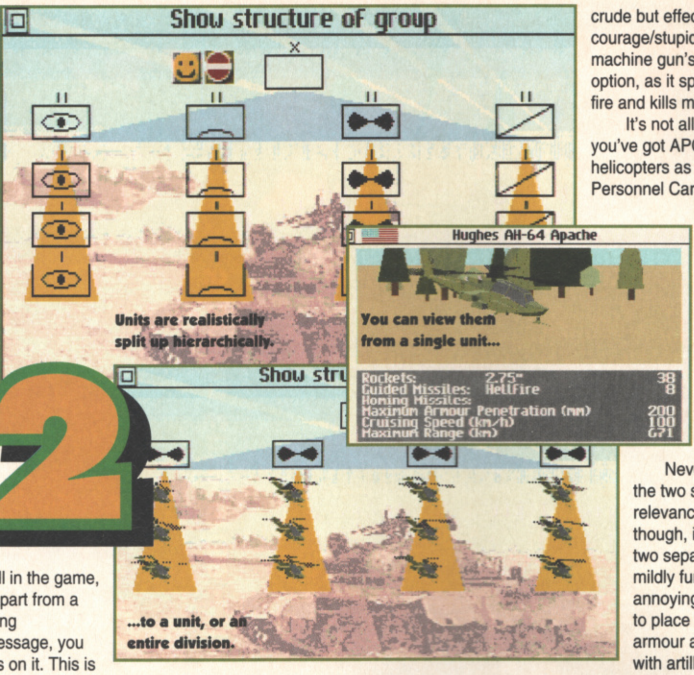


Here's that terrible screen update in full, from this smooth map...



Your gunner reports:
Mil Mi-24 Hind D spotted

You can run from choppers, but you can never hide.



Show structure of group

Hughes AH-64 Apache

```
Rockets:                2.75"              38
Guided Missiles:  HellFire                  8
Homing Missiles:
Maximum Armour Penetration (mm)           200
Cruising Speed (km/h)                     100
Maximum Range (km)                        671
```

Show stru

Units are realistically split up hierarchically.

You can view them from a single unit...

...to a unit, or an entire division.

AIGN 2

The tactical side is played on a map screen (natch) and when I first started playing, I phoned up Empire to tell them that I'd got a dodgy copy. Every time the screen updated, all the rounded corners of the scenery were replaced by blocky, jagged edges. I complained about this, and they told me that this is perfectly normal and that it speeds up the update time. Oh dear.

WHAT? WHERE?

Another appalling feature is that you're informed that the enemy have been spotted, but they don't appear on the map. I found out that the enemy forces only appear when you zoom in on certain areas of the map, and don't appear at all when you're looking at the overall map. What's going on?

Once you've manoeuvred a unit close to the enemy, you get the option of moving in to engage or to shell them from a distance. The devastating effect of concentrated and accurate artillery fire is one of the most crucial aspects of modern warfare, but this unfortunately doesn't come across at all in the game, simply because apart from a brief 'Unit is starting bombardment' message, you never get updates on it. This is odd, because the one thing the game isn't short of is update messages.

Take the Yom Kippur war as an example, you take the game off pause and the map's obscured with a message reading 'Battalion/Regiment (Mechanized Infantry) Recce 3: Battalion (Armour) Spotted.' Now this would probably be handy to know, but since you don't know which one of your 50 or so units is Battalion/Regiment (Mechanized Infantry) Recce 3, and because the enemy unit in question isn't displayed, the information's totally useless. As if that's not insult enough, all the units in the areas then report that they can also see enemy units, resulting in 52 (I counted) separate incomprehensible info flashes in the first two minutes of the game. And all you really need to know is where they are, which of course is the one thing you never get shown.

Despite the lumpy look, the graphics look okay in play.

Assuming you're some kind of anal retentive who'd enjoy being told everything, then the run up to battle would be tremendously exciting. I'm not, and was looking forward to a battle simply as a break from the tedium of being told things while the map alternated between looking smooth and looking blocky.

A new screen comes up showing you the stats on both sides, and asks if you want to fight the battle automatically or manually. If you select automatic, then a rather dull 'You won/lost the battle' sort of message comes up, informing you how many soldiers were killed. If you select manual, then you're into the second part of the game, the real-time combat section.

BANG BANG

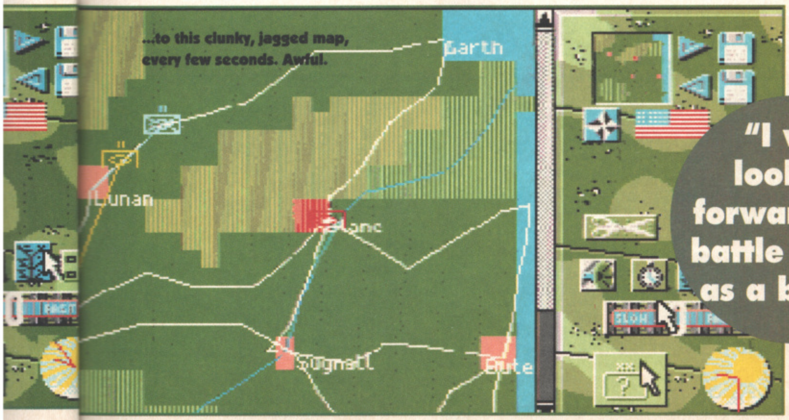
This isn't actually all that bad, but at the same time it's not great either. If I wanted a tank battle sim, then I'd go for *Pacific Islands* every time, which to be brutally honest, kicks the hell out of this on every count but one – there are helicopters in this. For reasons never explained (although I tend to think that the system can't handle more) you only get 16 units at any one time in the attack, even if you've got 60 tanks in a unit. The battle's then fought in real time from an overhead map view, or a first person viewpoint.

This section isn't half bad, but does run jerkily on a standard Amiga. The A1200 copes with it much better, allowing you to switch on all the detail of buildings and troops. Controlling both vehicle and weaponry's a bit fiddly, so I preferred to drive the tank and let the computer act as gunner, overriding the shooting at any time. Even with tracer fire acting as a sight, I had major problems hitting targets, and reverted to ramming most enemies and blasting them point blank in a crude but effective display of courage/stupidity. The forward firing machine gun's a much easier option, as it sprays a wide field of fire and kills most infantry.

It's not all tanks though, as you've got APCs and attack helicopters as well. The Armoured Personnel Carriers act as feeble tanks, but the off-loaded troops can use anti-tank and anti-aircraft weapons. The helicopters are most fun to, but as with all vehicles, tend to last only a short while in combat. Just like the real thing, I'd imagine.

Never once did I feel that the two sections have any relevance to each other though, it's like you're playing two separate games, one mildly fun and the other annoyingly tedious. I wanted to place troops, move in armour and pound defences with artillery and helicopters, but all I kept getting was information screens. I wanted to set fiendish traps but my plans were hampered by the artificial intelligence making units wander off. I wanted to let the battles be sorted out for me, but my campaign was interrupted every 30 seconds to see whether I wanted to fight a battle or not. I wanted to like this and enjoy playing it. I did neither.

● ***CAM WINSTANLEY***



...to this clunky, jagged map, every few seconds. Awful.

> "I was looking forward to a battle simply as a break"

UPPERS The map designer allows you to create any conflict. The tanks sounds are good. Flying the helicopters is fun and the combination of wargame and 'hands on' 3D combat is a good idea...

DOWNERS ... that doesn't work at all well. I didn't want to know that 'Mechanised Infantry has spotted Armour', I just wanted to see it on the map. The information display is intrusive to the point of suicide, the game quickly bogs down into a continual cycle of screaming "No I don't want to fight this battle manually!" and clicking to get rid of pointless updates.

THE BOTTOM LINE

A massive disappointment all round. I was hoping for and expecting an exciting modern wargame – I got an unworkable mess.

51 PERCENT

THE BOTTOM LINE

A1200 The maps are still tedious, but the 3D sections are smoother and more playable.

61 PERCENT

STAR TREK

At last, these are the voyages of the Starship Enterprise – three years late.

Game: Star Trek: 25th Anniversary
Publisher: Interplay
Authors: Too many to mention (there's a list as long as the end credits of Superman The Movie, but Jayesh J Patel is credited as 'Lead Programmer')
Price: £34.99
Release: Out now

The word 'fan', in case you weren't aware of the fact, comes from the word fanatic. The most zealous fans (with the possible exception of Prisoner Cell Block H buffs – let's face it, you have to mad even to watch that) have got to be cult science fiction devotees. They'll buy anything – Captain Kirk boxer shorts, Land Of The Giants soap on a rope, Tomorrow People buzzing belt buckles, Lost In Space mustard cress-growing kits (and yes, I am making these up just in case anybody out there is wondering where they can get hold of them).

When Alternative released that God-awful *Dalek Attack* game a year or so back, some Doctor Who fans even bought the game first and then went out to buy their Amigas afterwards. It must have been a good boost for the A600. Somehow, though, I don't think *Star Trek: 25th Anniversary* is going to pull off the same trick. Why? Well, as Lloyd Grossman would say, let's have a look at the evidence.

One. It's A1200 only.

Two. You need a hard disk before you can even run it.

Three. Look, it's bad enough getting the PC's hand-me-downs, but this game has well and truly missed the anniversary boat now that it's finally reached the Amiga. 25th anniversary? Star Trek premiered in the US in 1966. Well excuse me if I'm wrong, but 1966 plus 25 works out to 1991, which makes this game roughly three years late.

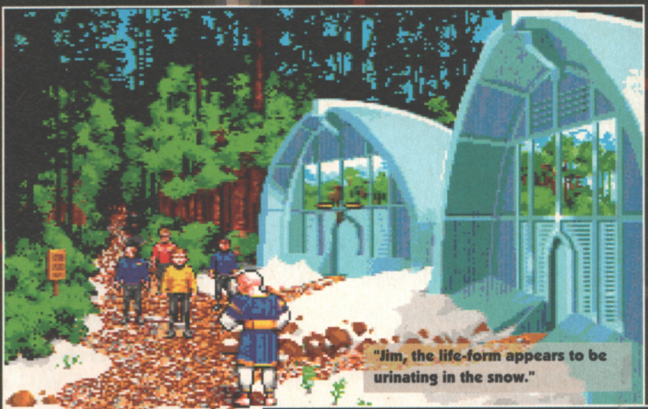
Anyway, the important point is that it's been out on the PC for almost a year already, so any Trekkers who were desperate enough to dosh out a few hundred on a new computer will have gone and bought a PC already.

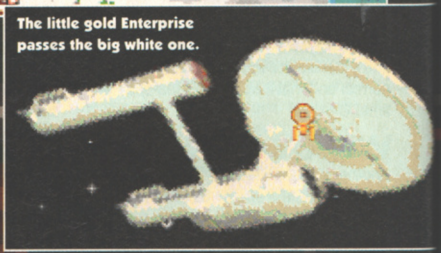
So who would buy this game? Well, chances are there might be couple of hard-disk-owning A1200 Trekkers out there, but not surely enough to make this game a sales success. So what exactly has this game got to offer the non-Trekking, Amiga-owning games-player?

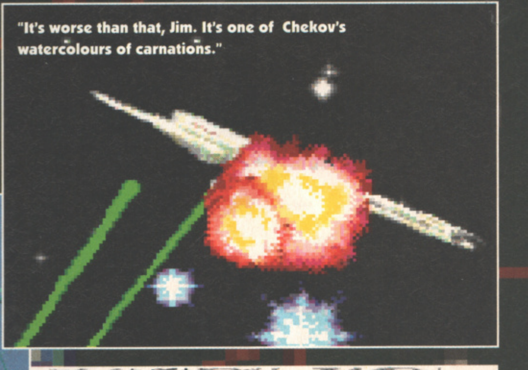
> "It's basically just a series of short adventures"

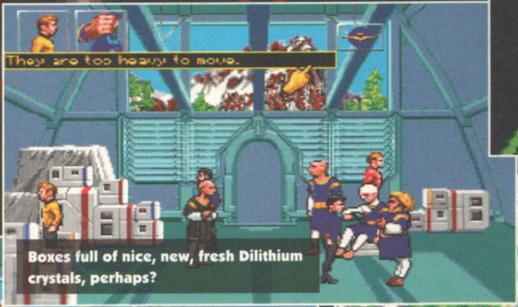
Not a lot really, sad to say. Things start off promisingly – okay, having to install eight disks' worth of data on to your hard disk might seem a bit of a chore, but eight disks! 'This is going to be one hell of a massive game,' you'd reasonably think. And anyway, all that installing gives you time to browse through the manual, which is a mercifully slim, concise and very well-written tome.

But when you've finally got the thing up and running, it's all a bit disappointing. Not bad, just a bit, well, dull. It's basically a series of short adventures – each one being a mission with its own episode title – with a few *Elite*-style starship dog-fights thrown


"Jim, the life-form appears to be urinating in the snow."

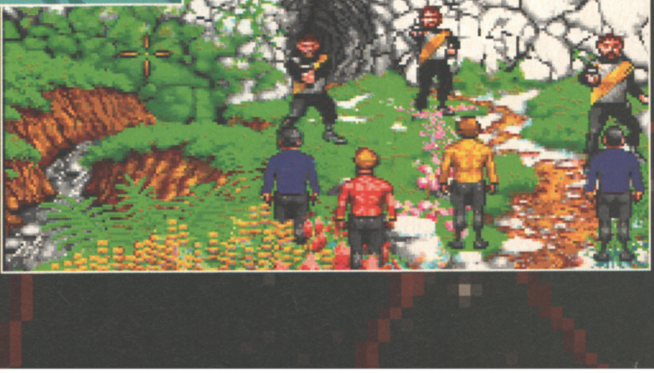

The little gold Enterprise passes the big white one.

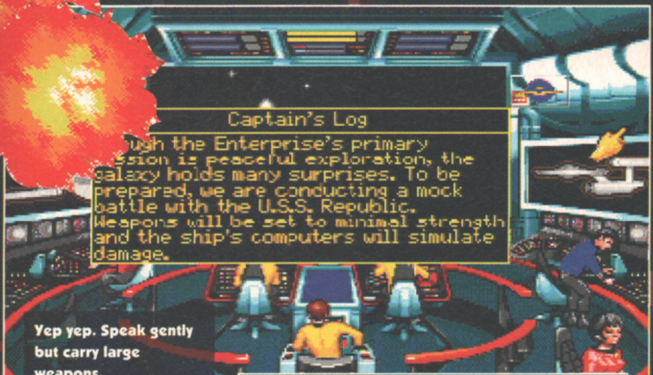

"It's worse than that, Jim. It's one of Chekov's watercolours of carnations."



Boxes full of nice, new, fresh Dilithium crystals, perhaps?

Moral: never trust an alien whose knees bend the wrong way.


"Set stasers to phun. Errm... no... Phasers..."



Captain's Log

ugh the Enterprise's primary
ssion is peaceful exploration, the
galaxy holds many surprises. To be
prepared, we are conducting a mock
battle with the U.S.S. Republic.
Weapons will be set to minimal strength
and the ship's computers will simulate
damage.

Yep yep. Speak gently but carry large weapons.

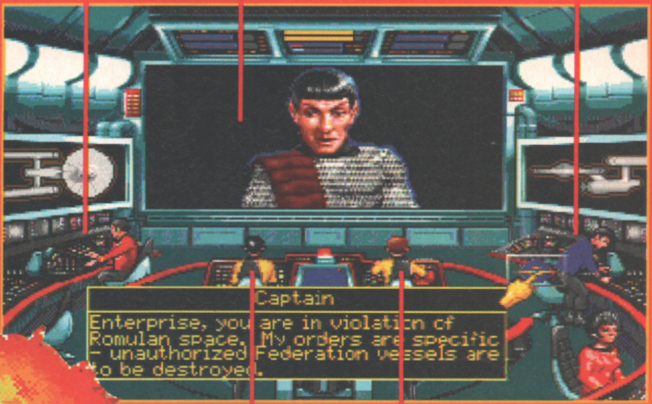
been destroyed!

Gotcha! Seek out new life-forms and feed them Phasers!

Scotty is important in battles, which makes fighting a good tactical challenge.

The main view screen is where all the interesting stuff happens.

Spock is your science officer. He tells you mildly useful things occasionally.



Captain

Enterprise, you are in violation of
Romulan space. My orders are specific
– unauthorized Federation vessels are
to be destroyed.

Sulu is in charge of getting the Enterprise into place in orbit.

Chekov, Navigator, is supposed to get you wherever Star Fleet tells you to go.

Uhuru is... errm... in the game as well. Dunno why.

in for good measure. You play Captain Kirk, giving commands to all the old favourites – Spock, McCoy, Uhuru, Scotty and Chekov.

The game is divided into two sections; the bridge of the Enterprise and everywhere else – planets, space station, other spaceships, and so on. Landing parties always consist of Kirk, Spock and McCoy plus an unidentified red shirt who, in grand Star Trek tradition, is completely expendable. If any of the stars get killed, though, that's game over.

At the start of each mission you receive orders from Star Fleet. They'll tell you where you've got to go and as Kirk, you command your navigator, Chekov, to get you there, which basically means you call up the star map, click on the planet you want to get to, and away you go. Sulu will get you into orbit and then you can beam down to the planet and start adventuring.

BEAM ME UP

The main problem with the game is that it strikes out in all directions at once and never gets anywhere very interesting. The adventure sequences are pretty routine stuff to anyone who's played more than a couple of adventures before and, by the nature of the game, too short to really get your teeth into. Also, there's no continuity between the missions (at least not the ones I played) which is a shame. I think the episodic format is a mistake, and one longer, *Dune*-style adventure would have offered more scope.

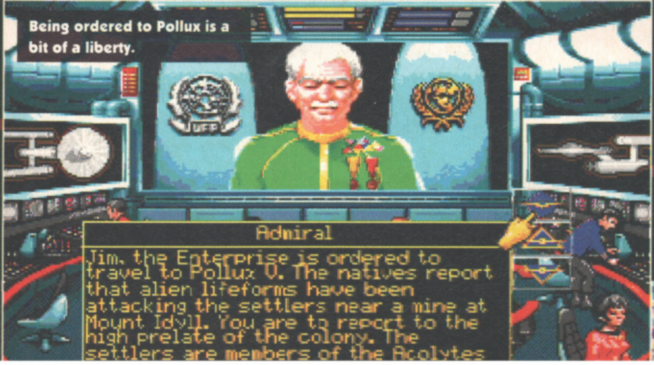
On the other hand, the control system is comprehensive and easy to use. The game's got more icons than a Smash Hits annual and also favours the 'pick one of the following-answers' approach to in-game conversation.

The shoot-'em-up sequences are strangely slow and come across like a bog-standard flight sim; surely the 1200 can be made to do more impressive stuff than this? Having said that, these space battles are the most enjoyable sequences in the game, and no, that's not a Cam-style blood lust showing through. It's simply that they are well thought-out, and require a lot more thought than just blasting away at the enemy ships; you have to give Scotty orders about prioritising damage repairs, use your shields wisely, make sure your phasers don't drain too much energy, use evasive tactics and be aware of the capabilities of your opponents' vessels (or "wessles" as Chekov might say). Pretty much like a flight sim, in fact.

Graphically the game is disappointing, too. Ignoring the fact that Kirk isn't a porker (always thought the best special effect in the series was Shatner's girdle, or at least it was until Star Trek IV: The Voyage Home when they managed to keep his toupee stuck to his head in the underwater sequences) when you first get a look at the bridge it's a case of guess who's who. Bad likenesses aside, the graphics are functional as opposed to impressive, occasionally fuzzy and unclear, with some weird perspectives and some uninspiring aliens. The beaming effects are quite jolly, though.

Star Trek: 25th Anniversary doesn't boldly go where no game has gone before, but instead rather disappointingly retreads familiar territory. It's much better than the travesty Doctor Who fans had to put up with, but it should have been so much better. Especially as it comes on eight disks.
● *DAVE GOLDER*

Can we use the wiping out Klingons gag, please?



Being ordered to Pollux is a bit of a liberty.

Admiral

Jim, the Enterprise is ordered to
travel to Pollux V. The natives report
that alien lifeforms have been
attacking the settlers near a mine at
Mount Idyll. You are to report to the
high prelate of the colony. The
settlers are members of the Acolytes

A1200

▲ **UPPERS** It's pretty massive (well it should be, coming on eight disks), the starship shoot-'em-up sections are moderately exciting and the control system isn't bad, I suppose.

▼ **DOWNERS** Eight disks, hard drive A1200 only. That's bad enough. What's worse is that it doesn't seem to justify such demands. It's big, sure, but its format stops it from getting to complex or intriguing and it's neither very fast or interesting to look at.

THE BOTTOM LINE

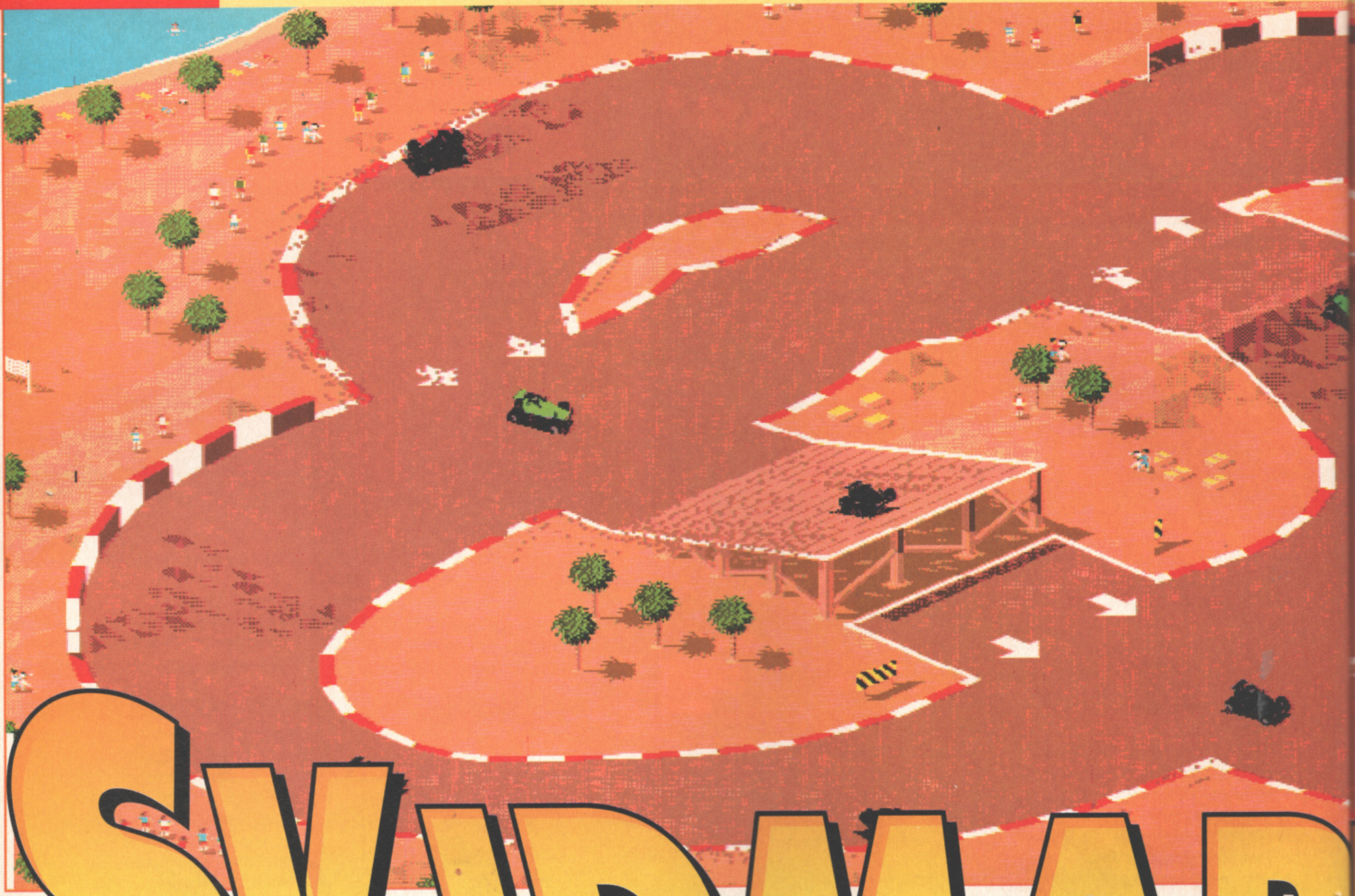
One that's strictly for A1200-with-a-hard-disk-owning Star Trek fans only. If, indeed, there are any.

62 PERCENT

THE BOTTOM LINE

A500

I wouldn't hold your breath waiting for a version of this for smaller machines like the A500 and A600, if I were you.



SKIDMAR

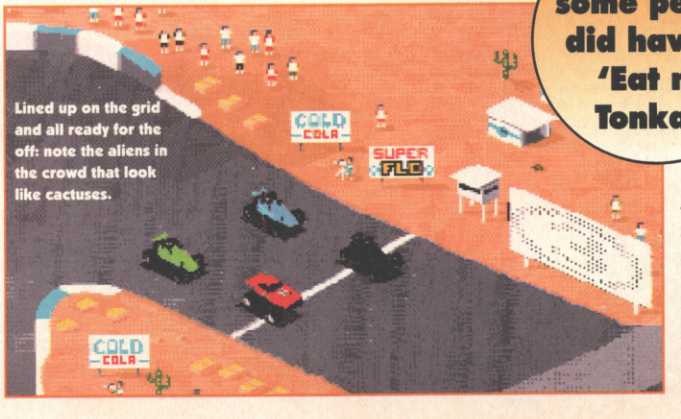
After *Micro Machines*, the return of old-style race games with tiny sprites goes on.

Game: Skidmarks
Publisher: Mindscape
Authors: Acid Software
Price: £24.99
Release: Out now

"This'll be the most in-depth review ever then, Steve" growled Stuart. Oops and Lordy Lordy. I got the hint though. The review should have been started on Friday, with all the grabs finished, at least. Yet here I am writing it up on Monday with all the grabs still to do and the text to finish. Why? Well I've got to confess that I spent the whole day and, er, more playing the game. It can supercharge my Hot Rod in a four-stroke power band of nitrous oxide compression. And if a game can supercharge your Hot Rod you know it must be good, right kids?

With the kind of luck that makes this job easier, you'll already have had a taster of the race action with the cover disk that we gave away with issue 30. If so, then it's no use me telling you about the fine animation of the cars or the intensity of the competition when you're racing against someone else (somewhat enhanced in the full game version, but more on that later). And you'll probably know by now about the different tactics that can be employed in order to win races, hamper your opponents or both. But then, you haven't seen the whole game. So forgive me for going over any ground that's already been covered, but not everyone out there's been lucky enough to experience the demo disk (deviants).

The idea is simple. There are four cars racing against each other on any one of 12 supplied tracks. Incidentally, fact fans, six tracks are on one disk and the other six are on another. Thank goodness, sister of hope and mother of charity, that you've got a second drive, eh? Quack quack oops. Apparently more tracks are going to be released in the not-too-distant future.

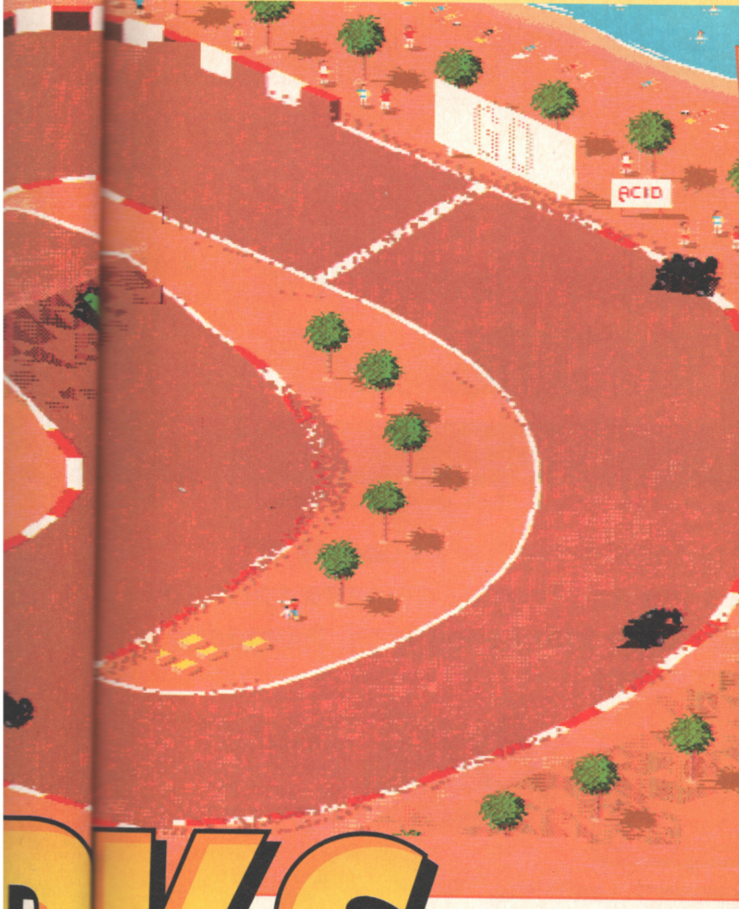


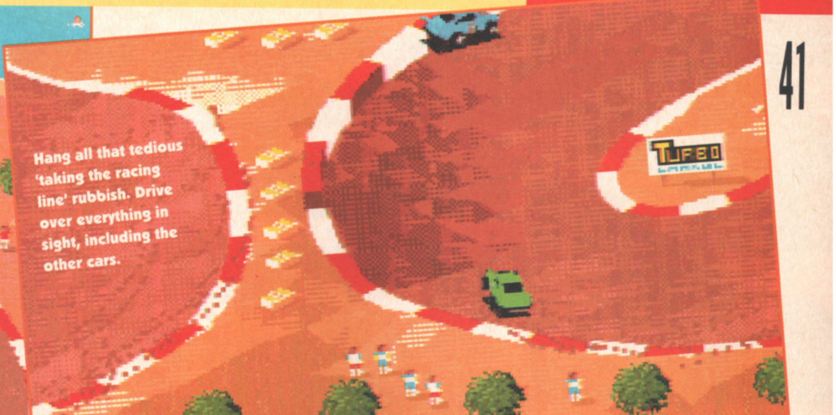
Lined up on the grid and all ready for the off: note the aliens in the crowd that look like cactuses.

> "And yes, some people did have to 'Eat my Tonka'"

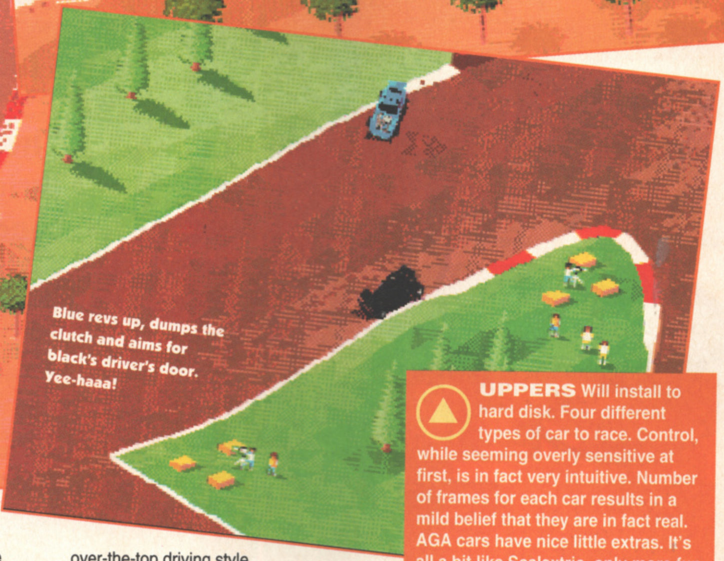
The tracks scroll isometrically and the corners are generated using quadratic B-splines. Now, that sounds pretty painful to me, but apparently some people find that techno-jargon impressive, so good luck to them.

I'm joking of course. Coupled with the handling of the cars, the Q-B-splines are actually a load of fun. You can opt to power into a curve/corner, spin yourself round in a 180 (or whatever angle) degree skid and power out again. Failing that, you can just decide to hug the inner camber and hope that the shortening of the distance is enough to gain you some yards' advantage over your opponents.





Hang all that tedious 'taking the racing line' rubbish. Drive over everything in sight, including the other cars.



Blue revs up, dumps the clutch and aims for black's driver's door. Yee-haaa!

RKS

s on.

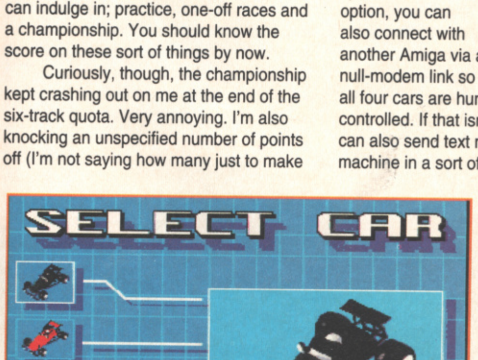
n
ther.
cond
he
ll
d
ines.
ty
find
ve,
h
es
to
lf
gree
you
er

Everyone will find their own individualistic racing style (bumping and bashing everyone is a good one).

Like many racing games, there are three different types of competition you can indulge in; practice, one-off races and a championship. You should know the score on these sort of things by now.

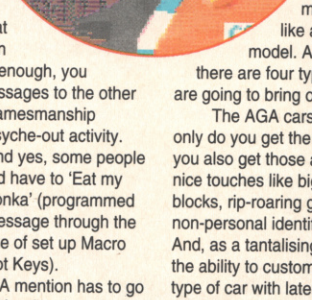
Curiously, though, the championship kept crashing out on me at the end of the six-track quota. Very annoying. I'm also knocking an unspecified number of points off (I'm not saying how many just to make Acid Software sweat – it could be anything from 0-20) for some of the Amiga/disk mechanics that the game insists on implementing. Check them out in the Downers box; they are inhumanly intrusive.

I've left what I consider to be the best part of the game till now. Not only can you opt to race against another human opponent with a split screen option, you can also connect with another Amiga via a null-modem link so that all four cars are human controlled. If that isn't enough, you can also send text messages to the other machine in a sort of gamesmanship psyche-out activity. And yes, some people did have to 'Eat my Tonka' (programmed message through the use of set up Macro Hot Keys).



"The one with big wheels in black, sir?"

A mention has to go to the drawing of the cars. Apparently there are around 200 frames constituting each different car. Translated into gamer speak, this means that no matter what over-the-top driving style you adopt, the car you're driving will exhibit itself in the proper 3D-ish perspective. For example, you could opt to drive at a ridiculous speed over one of the many jumps featured in several of the tracks, spin round in mid-air, smash into your opponent and then skid into the side of the track. Throughout the whole manoeuvre the car looks like a little Matchbox model. And just think, kids, there are four types to race, and Acid are going to bring out more. Hip Hip ....



Something makes me think a crash is on the cards...

The AGA cars are even better; not only do you get the proper perspectives, you also get those atmosphere-inducing nice touches like big throbbing engine blocks, rip-roaring growly exhaust pipes, non-personal identification numbers etc. And, as a tantalising teaser, Acid hint at the ability to custom-create your very own type of car with later disk releases. Me for one, I can hardly wait.

So there it is. I would love to be able to say 'Go out and buy this', but the reservations I have about the disk accessing and the crashing out are far too extreme. Aside from that, it really is a fun little game to indulge your racing fantasies.

● *STEVE MCGILL*

UPPERS Will install to hard disk. Four different types of car to race. Control, while seeming overly sensitive at first, is in fact very intuitive. Number of frames for each car results in a mild belief that they are in fact real. AGA cars have nice little extras. It's all a bit like Scalextric, only more fun and it takes up less room. The four player competition is tops. Sound is almost identical to watching stock car racing on television.

DOWNERS After a race you have to press the ESC key to find out the results; you have to wait about 15-20 seconds while the program accesses the disk. The game crashes out at the end of the championship, and also crashes out arbitrarily when you try to get back to the main menu screen. The AGA enhancement disk will not install to hard drive. Doesn't recognise the second disk drive.

THE BOTTOM LINE

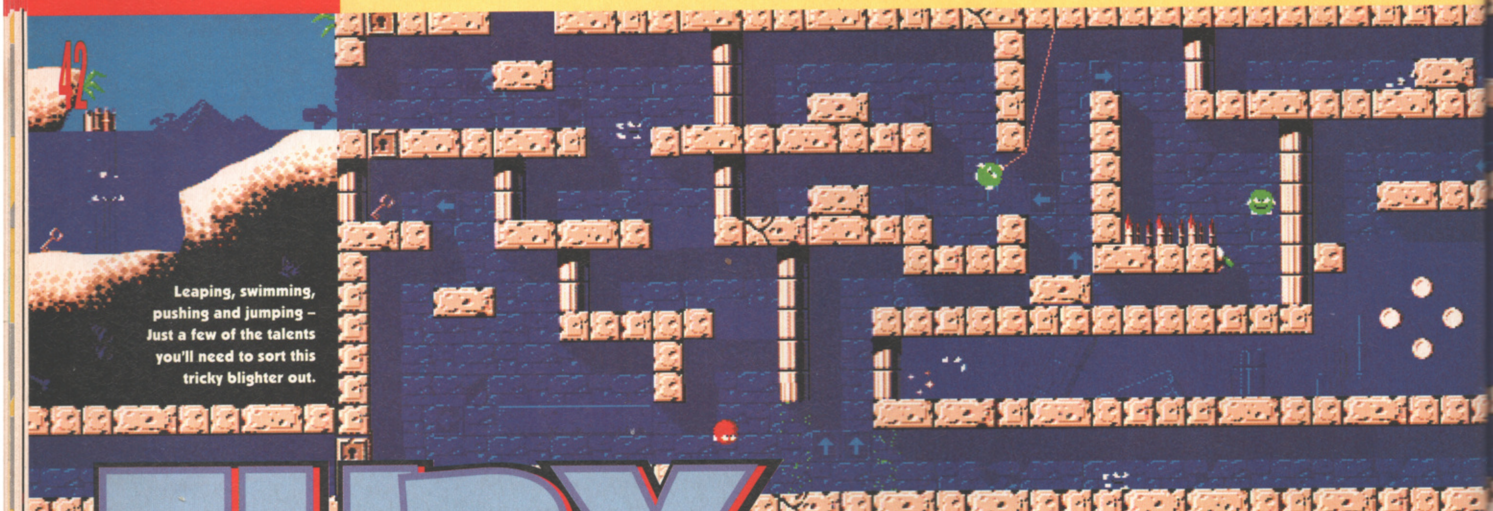
It's such a shame that the disk-accessing routines have blighted the enjoyment the game has to offer. It really is a fantastic little game. Especially for four people.

78 PERCENT

THE BOTTOM LINE

A1200 Looks better and runs more smoothly. The extra RAM means that two different models of car can appear on screen at the same time.

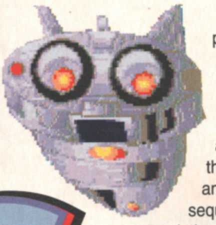
80 PERCENT



Leaping, swimming, pushing and jumping – Just a few of the talents you'll need to sort this tricky blighter out.

FURY OF THE FURRIES

They're fabulously furry bundles of furious fun and they've come to earth to recover their kidnapped king. Allegedly.



Game: Fury Of The Furries
Publisher: Mindscape
Authors: Kalisto
Price: £25.99
Release: Out Now

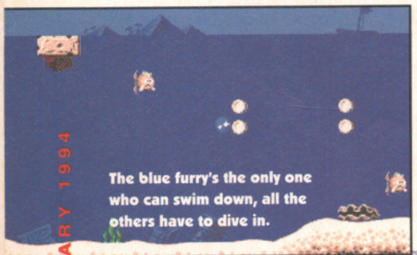
What a terrible name for a game. What a miserable, uninspired, insipid and quite frankly misleading name. I thought at first that it might be a particularly poor translation of the original French name, which would be something like *La Fureur Des Poilus* (I think) but even so, a GCSE student armed with a Collins pocket French/English dictionary could come up with something with a bit more 'oomph'.

It doesn't even tell you what the game's about either. I mean – Fury? Do little coloured balls of fluff drum up any images of screaming in anguish and torment? Of course they don't. Okay, so the furries in the game look annoyed occasionally, and maybe possibly a tad strained as they push huge stone blocks from place to place, but they never look furious. *Annoyance of the Furries*, perhaps? Nahhhh. Right, so I've already arbitrarily knocked off over 50 percent for the daft title, and haven't even got around to opening the box yet, so how's this game going to win my affections? Well, for a start there's an ever so pretty animated introduction sequence showing the pointless and dumb story behind the game. The intro's fun, but what really impresses me is that it's on a disk separate from the game disks, so you can watch the intro once, say "Hmm, that's nice" and then never have to bother with it again. Hoorah for common sense.

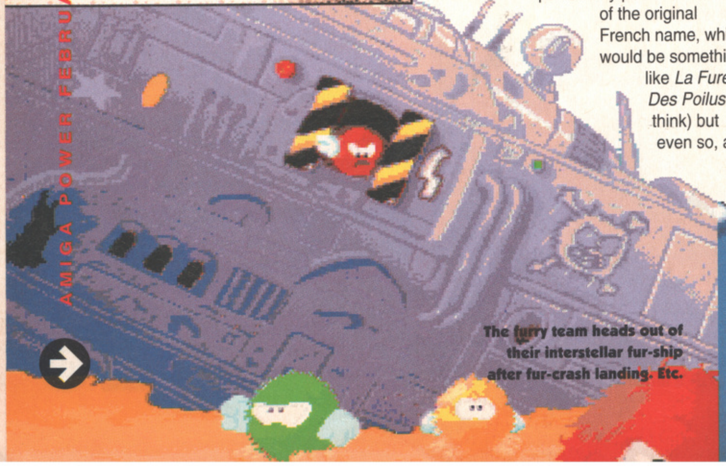
STOP RIGHT THERE

Another good, common sense idea is the automatic game save function. The game start screen presents you with four game slots as well as a couple of other options. The game automatically saves your last position on each slot, so there's no need to copy down pages of level codes. This I also like, so it seems that things are looking up for the Furries, and I'm (still) not even in the game yet.

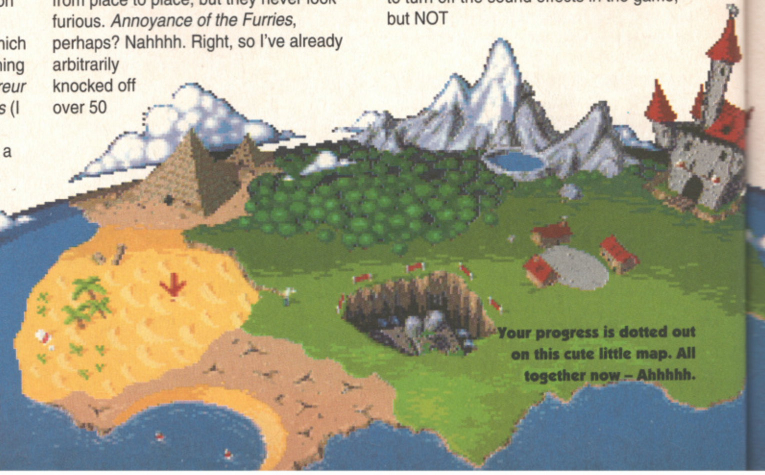
And then, disaster. There's an option to turn off the sound effects in the game, but NOT



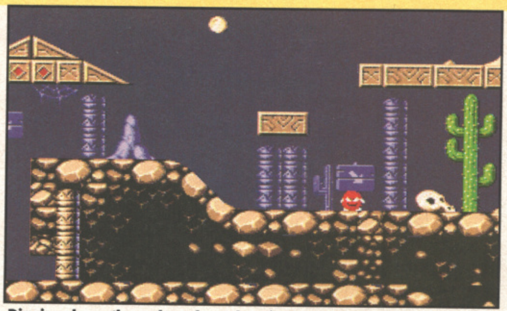
The blue furry's the only one who can swim down, all the others have to dive in.



The furry team heads out of their interstellar fur-ship after fur-crash landing. Etc.



Your progress is dotted out on this cute little map. All together now – Ahhhhh.



Digging down through rock or shooting walls gives you access to secret rooms, which are packed full of coins a-plenty. Hoorah!

THE MUSIC! What the...!? What kind of option is this? How many times have you played a game and thought "Oh, I love the music to this, but I feel that the intrinsic quality of the composition is spoiled by the tiresome spot sound effects?" Not very often, I'd wager. Having the option of music or music and sound effects means only one thing – reach for the volume control, turn it down and put some groovy tracks on your stereo system.

I NEED TO KNOW

Okay, the game itself, which is four disks packed full of 90 big levels and 150 sub-levels and hidden bits. All you've got to do is get from the start to the finish without winding up dead. That's it, start to finish in the allotted time, easy.

Well, at the start, it's not at all difficult. You basically just bounce along, avoid a few spikes and then get to the end. Easy-peasy. The next level, you get the option of switching between a couple of the furries, then all four, then you get a few baddies, and so on. Simple, in fact a little too simple I thought, for although it's good to have a few tutorial levels, it's stretching the point a bit to have this many. Later on though, you'll be looking back to this part of the game as the untroubled happiness-filled youth of your Furry playing existence.

Time for a word about the furries. In the game you either have a single furry who can change colour, or a mass of different coloured furries with the ability of teleportation. Each of the four colours can perform a different skill; the red one can eat through rocks, the green one has a rope, the yellow one can shoot things and the blue one can dive under water. They're all quite entertaining to look at (if a bit small) but the green one's by far the best, and with his rope abilities you can send him swinging across the screen like some sort of latterday gonk/Tarzan crossover. To toggle between them, you press down and then select which ever colour you want, but things are complicated because you have to do this standing on firm ground. This doesn't seem that important at first, but when you get into later levels and the room you're in floods with water, you'll end up wishing you planned ahead.

> **"You'll end up wishing you'd planned ahead"**

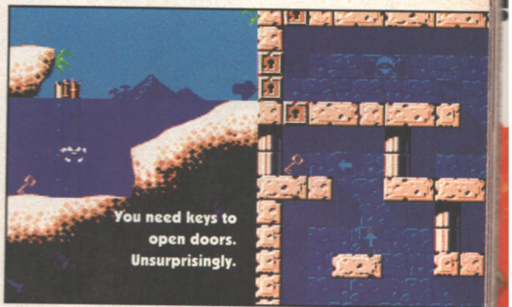
If you haven't already gathered, this is a puzzle game, and although it got touted in the press release as being similar to *Lemmings*, it's much more like *Lost Vikings* (AP27 87%). Both games are based around negotiating platform levels, and both require you to use a variety of special skills, but here the two games diverge. *Lost Vikings* has three characters each with a skill, and the thing that annoyed me about it was that you had to get all of them across all of the obstacles, so in effect you were doing each level three times. *Furries* bypasses this problem by having the one character who can switch powers, so thumbs up there. However, where as *Lost Vikings* was gorgeously animated throughout by massive and expressive cartoon characters, the graphics in *Furries* are a tad, um, functional.

You'd imagine that after telling you to turn the volume down and stare at small, certainly not state-of-the-art graphics, that *Furries* is heading for a dribbling little score, but not so, for there's that oft-forgotten part of a game I've yet to cover – gameplay. Here's where *Furries* wins through, because the puzzles are complex and require gigabytes of lateral thinking, but you also need arcade skills to complete them. Also, you're given plenty of range for experimenting, and rarely end up getting completely stuck, although if this happens, you can kill off your furry and start again. The problems are tough, but each time I messed up on a level, it gave me some ideas to try a different way, and I slowly progressed. The thing is, with puzzles this tough, it strikes me as being a bit silly that you've only got a finite number of lives because at the end of the day, it should be your inability to solve a puzzle that stops you, not running out of lives.

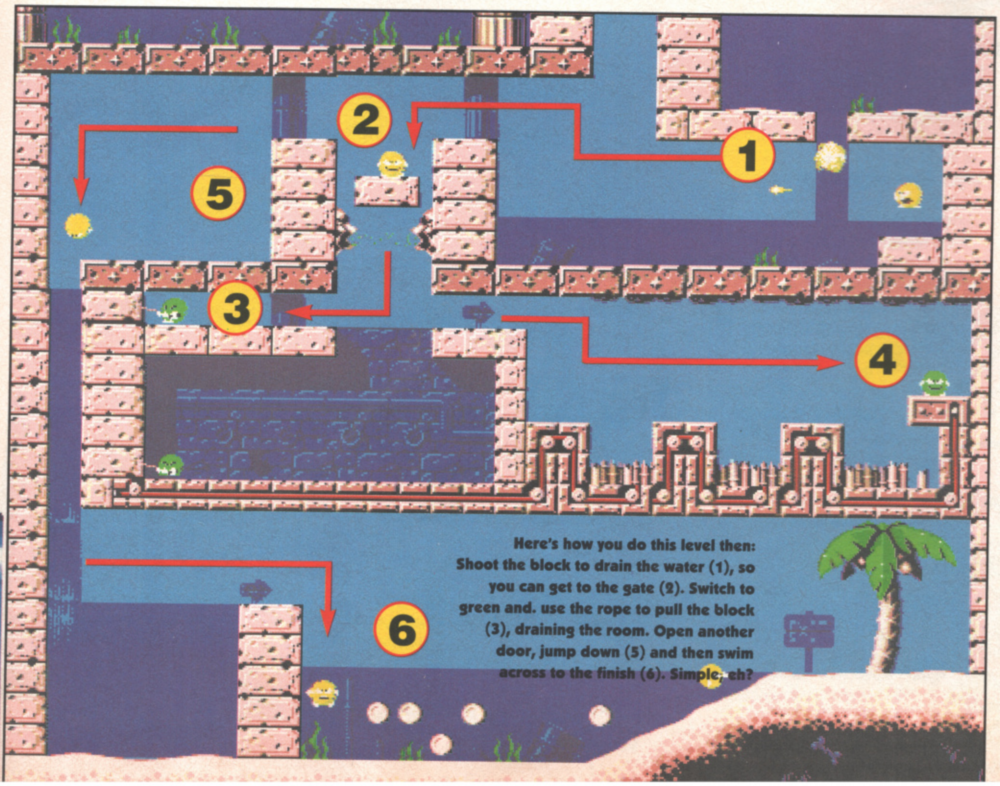
LOVE ME?

The game's a mass of good and bad points, with terrible music and tiny graphics countered out by the fact that it plays so well. After two days of solid playing, I'm still only a fraction of the way through it, so you're going to get your money's worth, and even when you've finished it, there are so many secret rooms that you can go back and play it again. Shame about the stupid title, though.

● ***CAM WINSTANLEY***



You need keys to open doors. Unsurprisingly.



Here's how you do this level then: Shoot the block to drain the water (1), so you can get to the gate (2). Switch to green and. use the rope to pull the block (3), draining the room. Open another door, jump down (5) and then swim across to the finish (6). Simple, eh?

UPPERS Intriguing and involved gameplay which manages to perfectly combine arcade skills with mind-taxing puzzles.

DOWNERS Five seconds of annoying disk accessing every time you lose a life, terrible music and pretty but sparse graphics. Oh yeah, it's a dumb name as well.

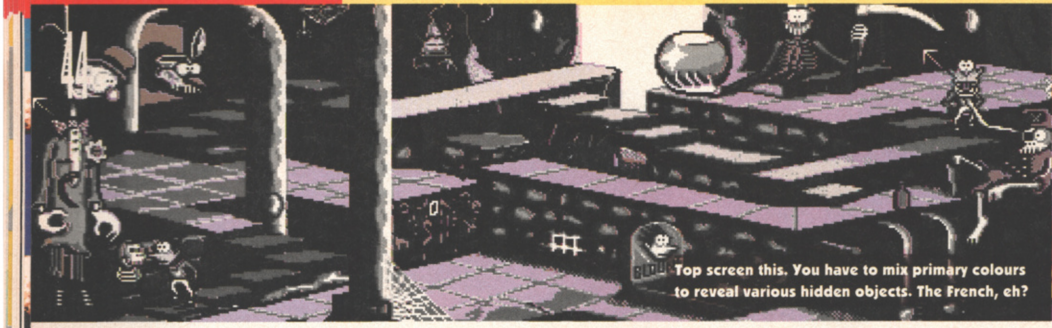
THE BOTTOM LINE

Okay, so the graphics are tiny, but they're also cute, and the backgrounds leave a lot to be desired, but this game plays ever so well. It's also huge, with loads of bonus and hidden levels. Oh yeah, and the green Tiny's just great.

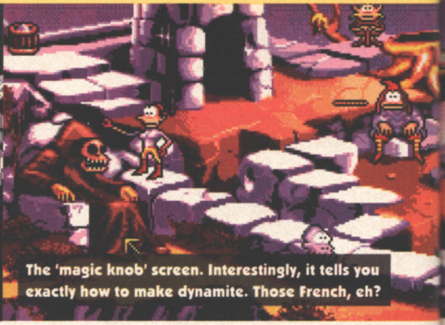
77 PERCENT

THE BOTTOM LINE

A1200 Redefined graphics throughout, seven layers of parallax scrolling and... No, only joking, it's exactly the same as the standard game, but still cute .



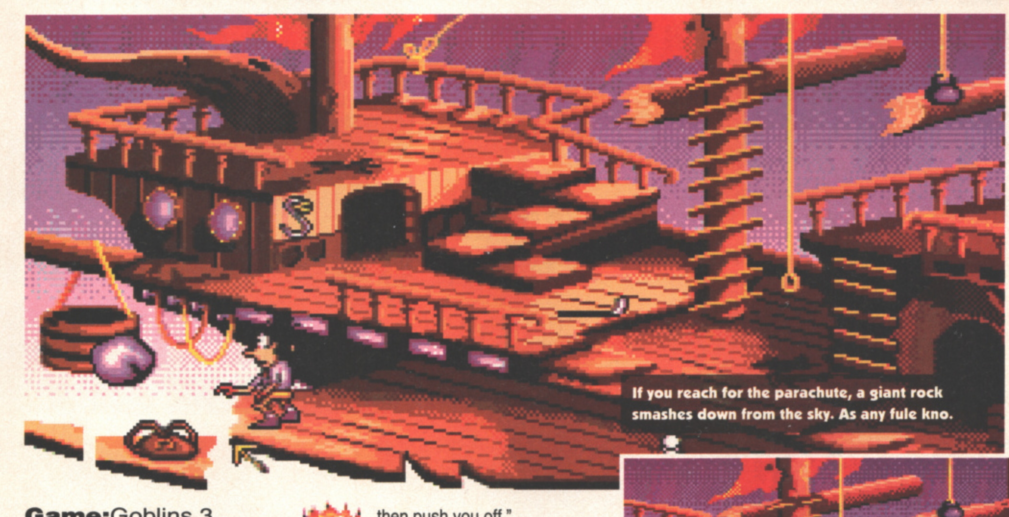
Top screen this. You have to mix primary colours to reveal various hidden objects. The French, eh?



The 'magic knob' screen. Interestingly, it tells you exactly how to make dynamite. Those French, eh?

More cute French nonsense from those crazy garçons and m'amselles at Coktel

GOBLINS 3

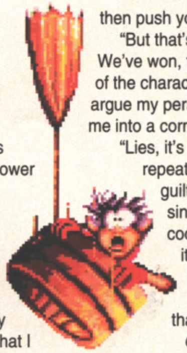


If you reach for the parachute, a giant rock smashes down from the sky. As any fule kno.

Game: Goblins 3
Publisher: Coktel Vision
Price: £34.99
Release: Out now

The scene: A psychiatrist's office. Freud and Jung glower down from the walls. A leather couch occupies the centre. Enter the reviewer.

Reviewer: Doctor, you've got to help me. Since playing *Goblins 3*, I've been plagued by terrible nightmares in which I'm hounded by crowds of game characters happy that I like one of their number. "Lies, lies," I snarl. "I detest you all, with your unbearable self-satisfied coolness and stickily cute loveability. There's nothing I like better than to drown you in your water worlds or walk you to the very edge of a high cliff so you do that amusing overbalancing animation, and then push you off."



"But that's all behind you. We've won, for you're truly fond of the characters in *Goblins 3*," argue my persecutors, pressing me into a corner.

"Lies, it's all a pack of lies," I repeat, but my eyes dart guiltily, and they start singing and dancing coolly around me and it's only by drowning them and pushing them off high cliffs that I manage to escape. *Goblins 3*, you see, features some of the most appealingly useless characters ever, including a crap reporter, a deranged parrot called Chump and a gifted warrior with a magic knob, but more of that later.

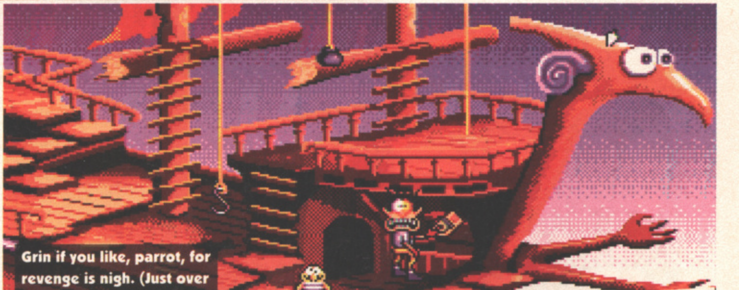
Psychiatrist: Stop trying to put bits of the review in this genuine psychiatric session.

Reviewer: I can't help it. I've seen the secret rules. I know that if you talk straightforwardly about a game rather than babble on in the style of something or other, they send their assassins after you.

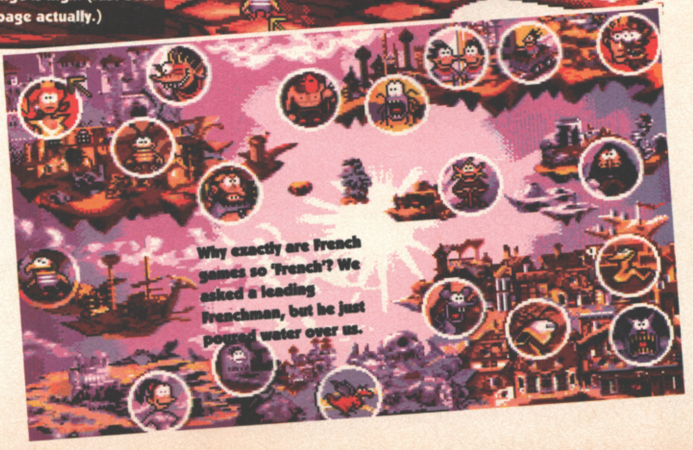
Psychiatrist: I see. Right then, why not go back to the beginning and describe the basics of the game, eh readers? *(Winks.)*

GET IT ON

Reviewer: It's a point-and-click puzzler, with each standalone puzzle played out over two or three interlocking screens. The idea is that you're a sort of godlike overseer, rather than any of the characters themselves, and your main task is to help Blount, the crap reporter, research a story on the rulers of two rival kingdoms. Along the way things are complicated by such sub-tasks as curing Blount of lycanthropy and helping someone to retrieve the key to



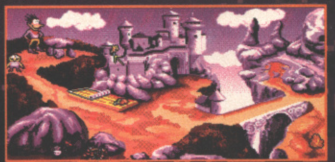
Grin if you like, parrot, for revenge is nigh. (Just over the page actually.)



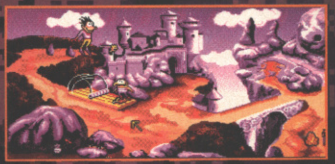
Why exactly are French games so 'French'? We asked a leading Frenchman, but he just poured water over us.

This level fails to star popular television comedian Billy Dainty. Those French, eh?

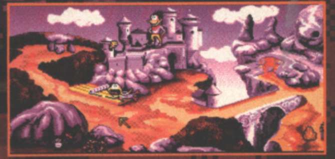
TRUST ME, I'M A PROFESSIONAL



Hmmm. How can Blount the giant possibly get up to the tower to speak to the king?



Of course! He stands on the lever of the trap and convinces his parrot to take the bait.

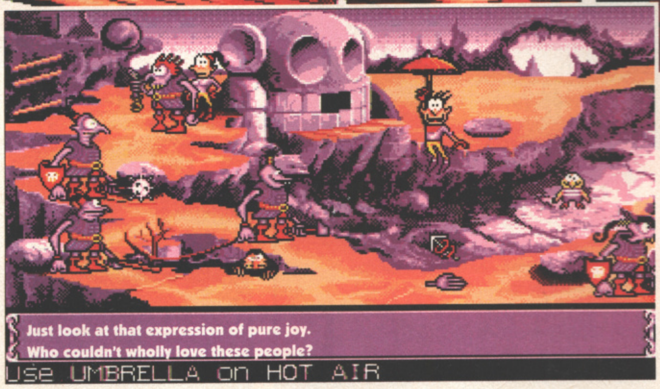


A violently broken neck is a small price to pay for success. Those French, eh?

Vision.

> "The presentation is nothing short of brilliant"

A man sucking a parrot from a hole in the deck of a ship with a plunger. Yesterday.



Just look at that expression of pure joy. Who couldn't wholly love these people?

Use UMBRELLA on HOT AIR

a labyrinth with the aid of the magic knob, but more of that later. The presentation is nothing short of brilliant, with beautifully-animated sprites and a spot effect-laden soundtrack, featuring everyone's favourite Frenchman making Clanger-like sounds speech samples.

Psychiatrist: You mentioned the 'appealingly useless' characters. Would you care to elaborate?

Reviewer: They're just so wonderfully inept, constantly getting into all sorts of trouble with an irrepressible eager cheerfulness. And when something does go colossally wrong, they just take what outrageous cartoon violence is coming to them, castigate you lightly for directing them in such a ridiculous endeavour and try again. I love them so.

Psychiatrist: Yes. So it's a non-stop comic bonanza.

Reviewer: Ah, how true those words spoken in cynical jest. *Goblins 3* is endlessly funny - and not just mildly amusing, but really funny. At one point, the combination of an ill-timed sip of orange juice and a particularly outlandish gag involving a giant mousetrap had me retching with laughter.

Psychiatrist: That's as maybe, but how does it shape up as a game?

Reviewer: Isn't this turning out to be a rather poorly contrived set of questions and answers?

Psychiatrist: I could do it in a cold Germanic accent if you like.

BANG A GONG

Reviewer: Perhaps not. Anyway, yes, you raise a valid point. How does it shape up as a game?

Psychiatrist: I don't know.

Reviewer: It was a rhetorical question.

Psychiatrist: I'm hardly a distinct personality, am I?

Reviewer: Shut up. The gameplay hasn't evolved significantly since the original *Gobliiins*. It's still a case of waving the pointer randomly around the screen in the hope of hitting a hot spot, which in the more complex levels leads to an initial sweep of tediously military precision. Why not have an option, say, to put a green dot on everything important to the game? And some of the object-background combinations are less logically skewed than entirely randomly allotted. The manual suggests using objects "even in the most far-fetched combinations," which leads more to desperation than anything else. But weighed against this are the ribtickling consequences of getting something wrong, the upliftingly joyous way in which the characters somersault with pleasure if you happen to be right, and the fact you can't die or run out of time or use up the objects. So it all sort of balances up, albeit in a slightly uncomfortable way.

Psychiatrist: But I understand there are clues available?

Reviewer: Unfortunately, when you cash in one of your clue jokers, you just get a screenful of text giving the solution to the screen, so that's the end of that then. Theoretically you should never get stuck, but you do, and unless you want to ruin the whole screen you're back to waving your pointer around.

Psychiatrist: Which brings us to the magic knob.

Reviewer: No it doesn't.

Psychiatrist: Oh, go on.

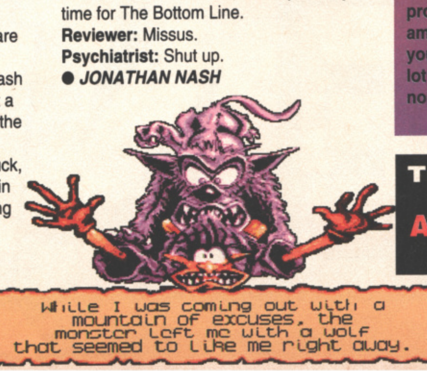
Reviewer: Well, it's a French game, you see. And the translation isn't quite 'there' at points, the most memorable involving a powerful warrior who offers to help if you find a replacement jewel for the crystal ball-like pommel of her sword, except it's not called a pommel and you can guess the rest.

Psychiatrist: We seem to have filtered down to trivial innuendo, so it's probably time for The Bottom Line.

Reviewer: Missus.

Psychiatrist: Shut up.

● ***JONATHAN NASH***


While I was coming out with a mountain of excuses, the monster left me with a wolf that seemed to like me right away.

UPPERS Very, very funny point-and-click game which is wildly inventive, always playable, and has splendidly loveable characters. The puzzles are tricky, but most are logical within the rules of the game.

DOWNERS But those that aren't are so stupidly random as to really, really annoy you. And the 'clue' option just gives the solution to the screen. And it comes on six disks but doesn't recognise a second drive. And it's bugged. My copy crashed twice, went a bit 'odd' once, and - most damningly - no matter how much I tried, I couldn't get the save game option to work. Crikey. (But maybe it's just me.)

THE BOTTOM LINE

Goblins 3 is a supremely entertaining game struggling against uneven design and dodgy programming. There's a huge amount of silly fun to be had, but you have to put up with a lot of unnecessary nonsense in the process.

77 PERCENT

THE BOTTOM LINE

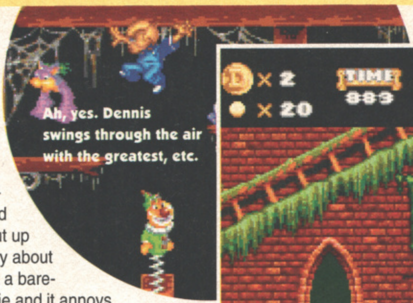
A1200 It can't be. But it is! *Goblins 3* is... exactly similar on the A1200.

Game: Dennis
Publisher: Ocean
Price: £25.99
Authors: Citizen Software
Release: Out now

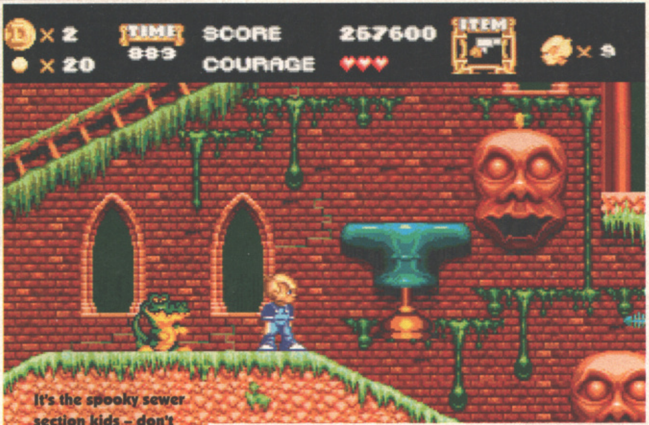
Funny how wrong you can be, isn't it? Reviewing *Suburban Commando* last month, I was wibbling on about how the Oceans and Gremlins and MicroProses of the software 'biz' don't get slagged off like Alternative and other similar publishers do for releasing budget-type games at full-price, because they don't do it. Yeah, it WAS a great point, wasn't it? Anyway, times change. This month, seemingly in a blatant attempt to make me look stupid, Ocean have had a brainstorm. It's called *Dennis*.

Dennis is licenced from the film of the American cartoon which has, it says here, been 'making us laugh for over 40 years'. Which is a lie for a start. If they mean Dennis the American cartoon, then it's only been on TV over here for about two years, tops (and it's not funny anyway). If they mean Dennis The Menace, the ace Beano character (the US Dennis is also known as The Menace, apparently), then he's not in this game (indeed, he's got his own entirely different game coming out very soon, from – spook! – Alternative), and they should shut up about him. Sorry about this, but it's just a bare-faced Stalinist lie and it annoys me. What next, David Vine introducing snooker matches by saying 'And now, Stephen Hendry versus the man who's been making us laugh for over 40 years – Dennis Taylor!'? Get a grip, Ocean – just because they're both called Dennis doesn't mean

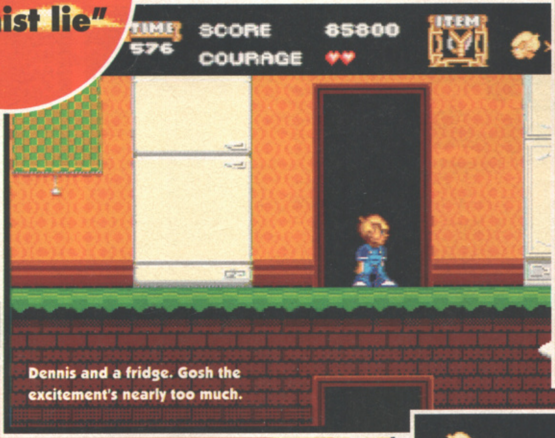
> **"It's just a bare faced Stalinist lie"**



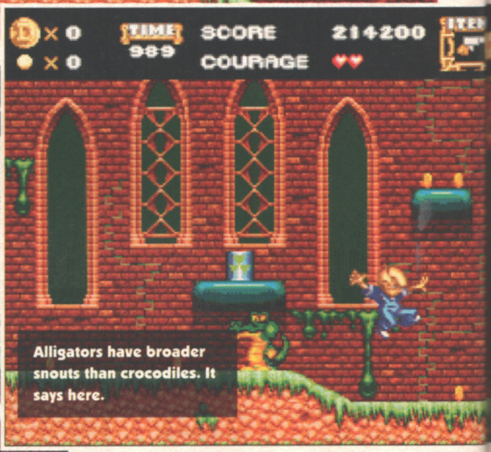
Ah, yes. Dennis swings through the air with the greatest, etc.



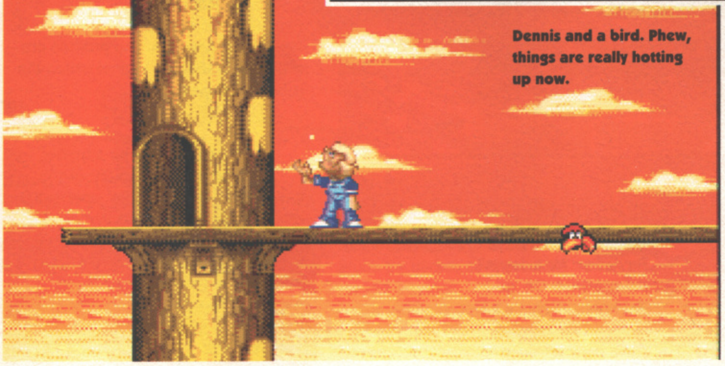
It's the spooky sewer section kids – don't be scared.



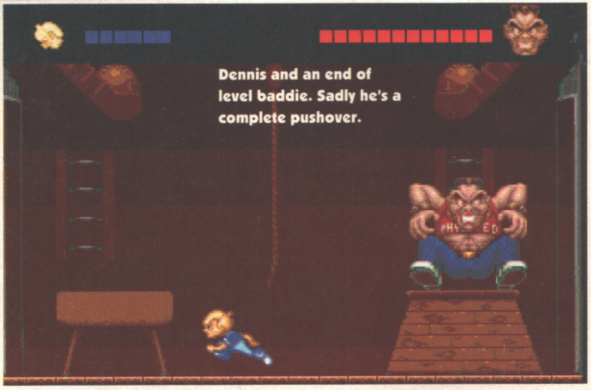
Dennis and a fridge. Gosh the excitement's nearly too much.



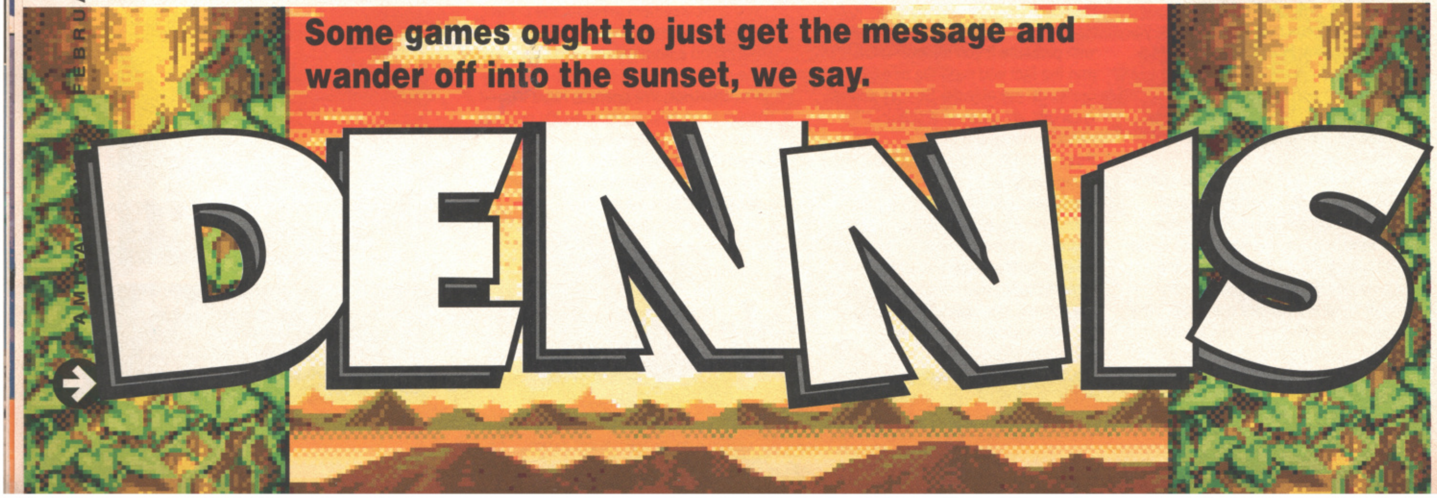
Alligators have broader snouts than crocodiles. It says here.



Dennis and a bird. Phew, things are really hotting up now.

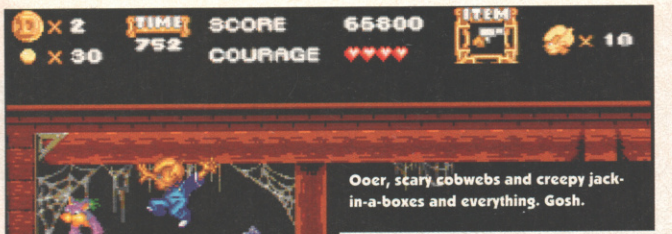


Dennis and an end of level baddie. Sadly he's a complete pushover.

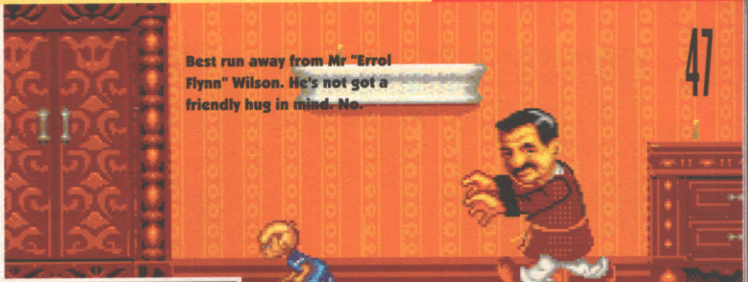


DENNIS

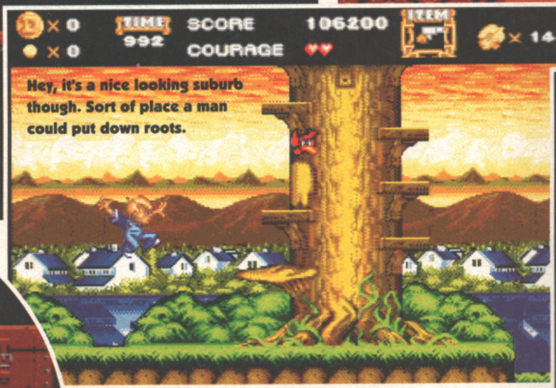
Some games ought to just get the message and wander off into the sunset, we say.



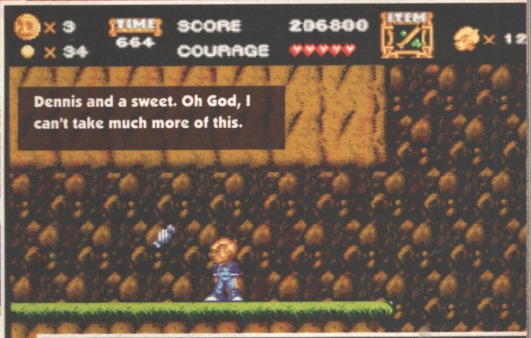
Ooer, scary cobwebs and creepy jack-in-a-boxes and everything. Gosh.



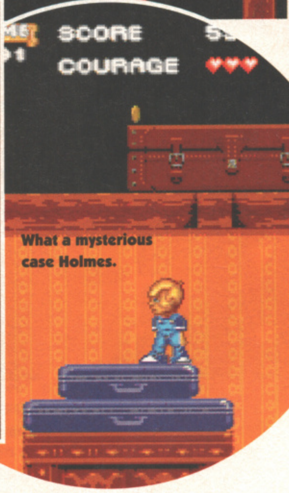
Best run away from Mr "Errol Flynn" Wilson. He's not got a friendly hug in mind. No.



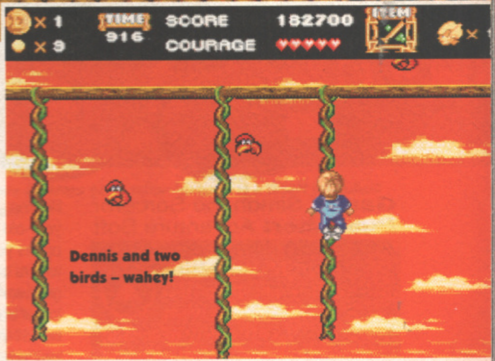
Hey, it's a nice looking suburb though. Sort of place a man could put down roots.



Dennis and a sweet. Oh God, I can't take much more of this.



What a mysterious case Holmes.



Dennis and two birds – wahey!

you can get away with saying they're the same thing and not expecting anyone to notice, it's insulting.

BREATHE EASILY

Well, that's got that off my chest. Now to start getting annoyed about the game. Which isn't difficult, because it's the most dismal thing I've seen a respectable software house come up with in quite a long time. Where shall we start? Let's start at the beginning.

The first level is unutterably tedious. It's platform stuff, but to call it bog-standard would be a serious insult to bogs. The graphics are sparse and tiny, and most of the platforms seem, for no adequate reason, to be just too high for Dennis to jump onto, forcing you to take the most tortuously convoluted route possible to get anywhere. Useless stupid baddies litter the level, bouncing dumbly between two points or running pointlessly from side to side. They don't come after you or anything, but in case you're worried about being so unutterably crap that you might actually hit one and lose 10% of the energy in one of your nine lives (you can reduce this number via the separately-loaded options screen if you like, but there are so many 1UPs just lying around that you'll still have about 14 by the time you're halfway through the stage. The manual also claims that you can make things trickier by choosing from 'Hard' or 'Easy' difficulty settings, but that's another lie), you can always waste it from a safe distance with a couple of shots from one of your pathetic ploppy weapons. It'll come back as soon as you scroll its start position off the screen, of course *(of course)*, but you'll be long gone by then, and never coming back.

The first level is also where you'll find Mr Wilson, Dennis's *bête noir* in the cartoons. Mr Wilson, says the manual, is 'walking around the house, unable to sleep due to his traumatic day. If he spots Dennis he will give chase.' Oh dear. Let's be constructive here, shall we? Let's help Ocean out. Let's suggest how they might want to rewrite the manual for any forthcoming other versions.

'Mr Wilson is pacing backwards and forwards in a small room. No matter how many times you hit him in the bottom with your pea-shooter, catapult or water pistol, he won't notice you're there until he turns round, at which point he'll chase you as far as the door of the room, although then he gets bored and turns back round and walks off.'

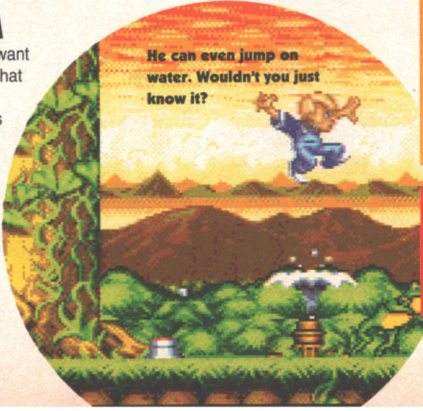
> "The most dismal thing I've seen in quite a long time"

WATERY DOOM

Great, eh? The only reason you'd want to go anywhere near Mr Wilson is that he 'guards' a switch in his room which you have to switch to access another bit of the level. The switch actually looks exactly like a light switch (and is placed in a very light switch-like position), but you can only switch it by hitting it with... your pea-shooter? Nope. Catapult? Nope. Water pistol? Of course. I can just see all the little five-year-old Dennis fans running around their house now, shooting at all the light-switches with water pistols and then lighting up like a Christmas tree. That's just been electrocuted.

Anyway, after about five-minutes of half-hearted aimless wandering through this level, you'll have stumbled across all the necessary collectables and reached the next stage – the Park level. This is actually quite a lot worse than the house stage, because it all looks exactly the same and it's got deadly holes in the floor which don't look like deadly holes in the floor (although, of course – *of course* – some of them aren't deadly holes in the floor and are actually secret bonus rooms, though there's no way of telling the difference), but suffer it bravely because the next level's more of the exact same. As is the next one. After that you get the most insultingly easy end-of-level boss I think I've ever met, and then it's onto the Sewers, which are like the house only with much less impressive graphics. Things were getting tricky for me by this stage (well, it WAS only my first go), because I was down to my last 11 lives. Lots and lots of really long bits with loads of holes in the ground where one slip gets you killed and sent back all the way to the start of the level, you see. Ho ho. What a great game this is. What came after the Sewers? I hear you all cry. I'm afraid I don't know. I couldn't see through my tears.

● ***STUART CAMPBELL***



He can even jump on water. Wouldn't you just know it?

A1200

UPPERS (Long, thoughtful pause) Um... nope, sorry.

DOWNERS Useless graphics, useless collision detection, useless design, useless sound, useless gameplay, useless everything. It's useless.

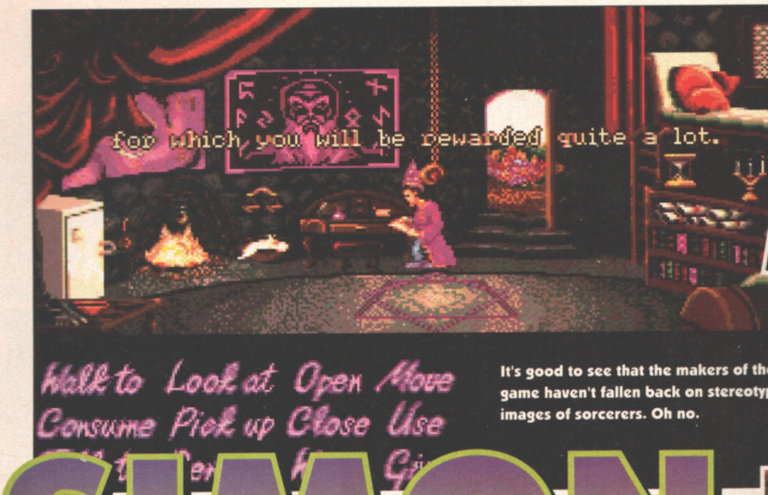
THE BOTTOM LINE

...oh, and you have to choose between useless music OR useless sound effects, and it *doesn't recognise the second disk drive.* Useless.

8 PERCENT

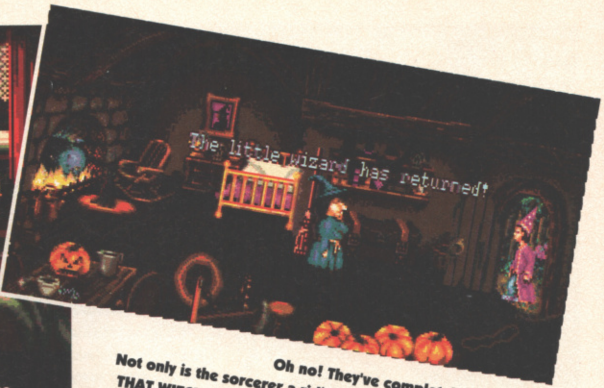
THE BOTTOM LINE

What, you want to think about this drivel coming out on a *less* powerful machine? Are you *mad*?



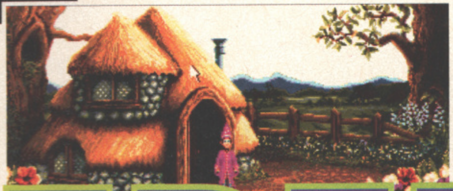
for which you will be rewarded quite a lot.

It's good to see that the makers of the game haven't fallen back on stereotypical images of sorcerers. Oh no.



The little wizard has returned!

Oh no! They've completely torn it now. Not only is the sorcerer a ridiculous sterotype, but CHECK OUT THAT WITCH! She's a witch, not a clever or a modern or a special witch, just a bog-standard, ho-hum, run of the mill witch. Strewth.



The Lake District looks just like this, so go there on your holidays everybody.

SIMON THE SORCERER

Game: Simon the Sorceror
Publisher: Adventure Soft
Authors: Simon and Mike Woodroffe, Alan Bridgman and others
Price: £34.99
Release: Out now

Ho hum. Another point-and-click adventure game. Another sub-Tolkien fantasy setting. Another quest. Another collection of puzzles to solve. Right. Today's Friday. Simon the Sorceror's got till Monday to make an impression, or it gets 69%.

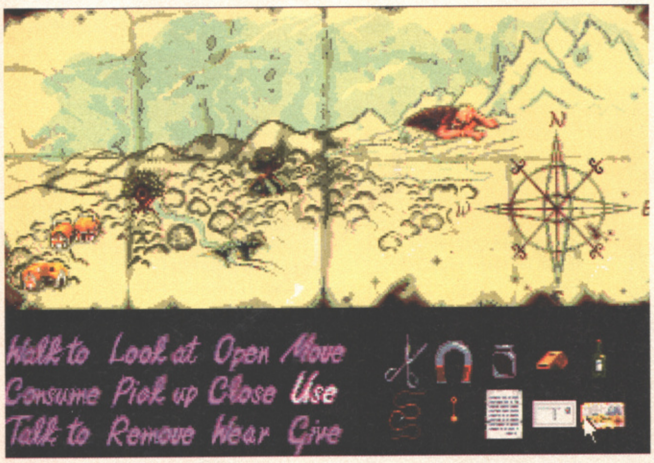
'Where?' first of all. And 'Why?' After all, the storyline is everything in a game like this. You're Simon, an ordinary 12-year-old boy. When Simon the Sorceror opens you find yourself in a wizard's cottage. How did you get here? How are you going to get back to the real world? Who knows? But look – here's a note. Calypso the wizard has been kidnapped by a baddy, it says, and you have got to rescue him. Then he'll send you home. Well that's certainly kindled my enthusiam.

> "Calypso the wizard has been kidnapped by a baddy"

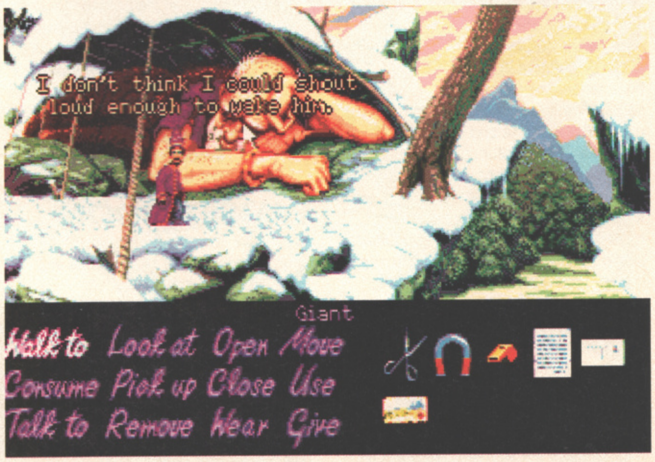
'How?' now. At the bottom of the screen are some words like Pick Up, Wear and Look At. Click on them, and then click on parts of the picture above, and Simon will wander about following your instructions. For the most part this seems to work okay, although most of the familiar point-and-click pitfalls are dutifully fallen into. For example, much of your time will be spent painstakingly moving the cursor over the background, watching to see if anything registers as interactable-with. (Some objects are barely a pixel long, and you've no way of knowing just by looking whether they're anything useful or just a slip of the artist's brush.) Exits from each screen aren't generally marked, even when you move the cursor over them, so you've got to rely on paths looking like paths, and doors looking like doors, which they often don't.

GUESSWORK

If you try to do anything that the programmers haven't anticipated (which in this case seems to be practically anything that isn't directly connected with the storyline) you get a 'That doesn't work' or an 'I can't see the point', just like the very first text adventures back in the 1970s. There's no excuse for any of this nonsense in the late 20th Century.

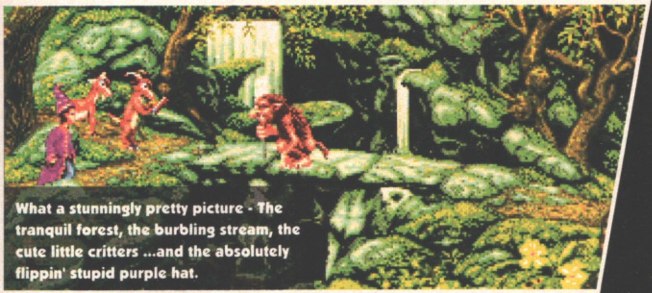


In a vivid example of the revolution satellite imaging was on map making (that's, cartography, technical term fans) we see one with no scale, no contour lines, no...

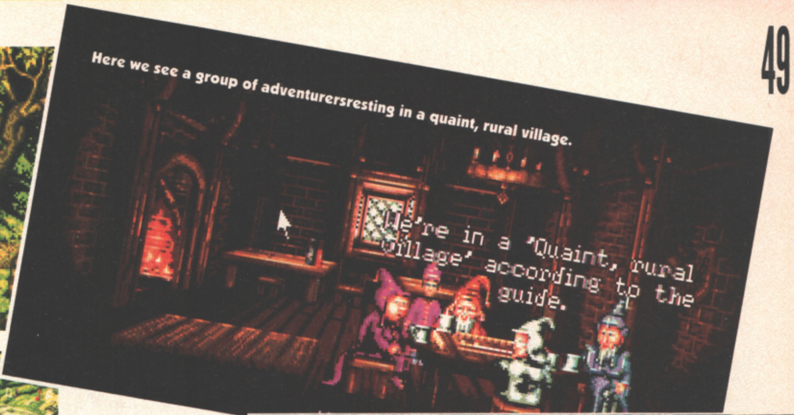


I don't think I could shout loud enough to wake him.

Oh right - you see a 40 foot high bloke, and the first thing you'd think about was waking him from his beauty sleep. Like he's not going to eat you or pull your arms off.

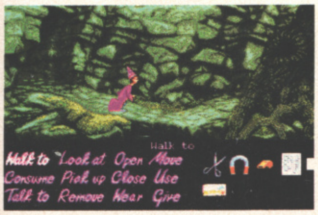


What a stunningly pretty picture - The tranquil forest, the burbling stream, the cute little critters ...and the absolutely flippin' stupid purple hat.

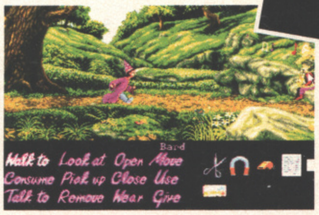


Here we see a group of adventurersresting in a quaint, rural village.

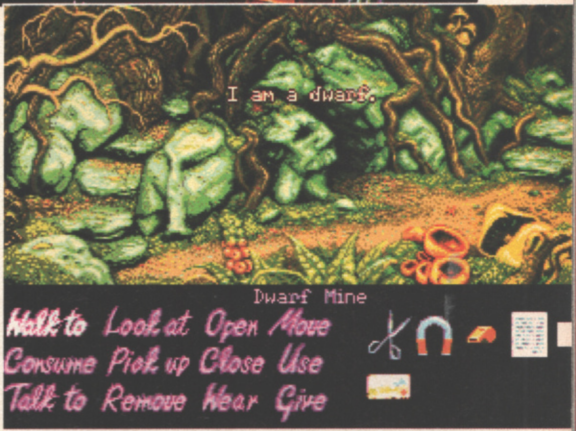
We're in a 'Quaint, rural Village' according to the guide.



Purple and gold, is that supposed to be some sort of fashion statement? Ha ha ha Simon, you look so stupid.



Do you think purple's a sensible colour for clothing? I don't, and feel that wearers of purple hats should be shot. Repeatedly.



I am a dwarf.

Here's where dwarves go to mine things. It is a dwarf mine.And he is a dwarf.

Okay: 'What?' What do you have to do? Well, needless to say, rescuing Calypso turns out to involve lots of sidetracking and sub-plots. You've got to talk to other characters to get information out of them, and use ojects to solve puzzles. Many of the characters and puzzles seem to have been adapted from fairytales, so as well as the usual dwarves, dragons and barbarians you'll meet the Three Billy Goats Gruff, the witch out of Sleeping Beauty and – bizarrely – what appear to be escapees from CS Lewis's Narnia stories. Variety aplenty? Or merely an uncomfortable mish-mash?

But hang on. This is a 'humorous' game.

MAKE ME LAUGH

Having done precisely nothing to impress me so far, can *Simon the Sorcerer* redeem itself by making me laugh? Erm, sorry. It threw 'jokes' at me thick and fast, but none of them actually seemed to be very funny. (And I like a chuckle as much as the next man.) I ought to give you an example and let you make your own mind up, but I can't actually remember one.

> "None of the jokes actually seemed very funny"

Okay: point-and-click, puzzles, jokes – there's no avoiding it. This isn't as good as *Monkey Island*. Every screen of *Monkey Island* is packed with amusing asides, irrelevant things to click on, little distractions to give the game substance. *Simon the Sorcerer* hasn't got anything like that, or when it tries it, it seems very clumsy and self-conscious. *Monkey Island* unfolds gradually, a chapter at a time, only letting you see as much of the map as is necessary. You'll feel you've explored most of *Simon the Sorceror*'s playing area within the first hour; then it's just a case of wrapping up all the puzzles you've discovered.

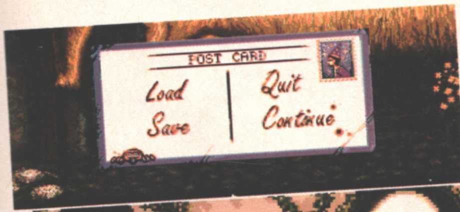
Above all else, *Monkey Island* is funny – it's got genuinely funny jokes in it that are impossible to anticipate. With *Simon the Sorcerer* it's all 'Oh, ha ha, I didn't expect that to happen' (sarcasm) or 'Wouldn't it have been funnier if..?' or just plain 'Get on with it'.

SAY WHAT?

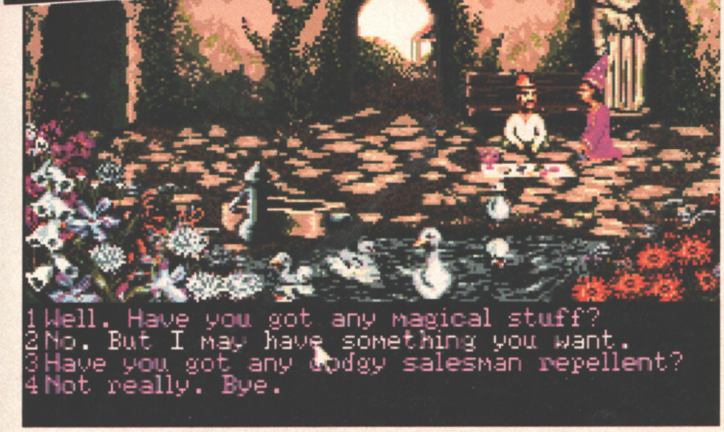
Actually, that's not strictly true. *Simon the Sorcerer* did make me laugh once. Slightly. You see, much of its humour relies on constantly reminding that you're playing a game – asides to the camera and so on. This quickly gets tiresome, as well as destroying whatever fragile atmosphere the game might otherwise have had, but the first time it happened I did actually laugh. I was in the pub right near the beginning, talking to some people who I knew to be wizards, but who were trying to pretend they were farmers by putting on crap Somerset accents. "No no, but you're wizards," I kept saying. "No we bain't," they replied. "But you are." "Are not," etc. Until eventually I selected the option that said "But whenever I move the cursor over you it says 'Wizards'", and they had to concede defeat.

Some extra marks for that, then? Almost. But unfortunately, *Simon the Sorcerer* spontaneously crashed and reset itself a good ten times during my weekend with it. Utterly inexcusable. 69% it is, then.

● *JONATHAN DAVIES*



Okay, so it's a save screen. Cute, isn't it?



1 Well. Have you got any magical stuff?
2 No. But I may have something you want.
3 Have you got any dodgy salesman repellent?
4 Not really. Bye.

Back to this silly costume line of argument for a moment - What possible use is a cone shaped hat? Apart from hiding model pyramids or a very large Cornetto?

UPPERS Pretty graphics (very pretty in places), a reasonable number of puzzles to ruminate on, and plenty of opportunities for 'spot the fairytale' fans to enjoy themselves.

DOWNERS Less-than-gripping storyline, not as funny as it thinks it is, a feeling of emptiness, very few deviations from the beaten track, and too much tedious hunting about with the cursor. It manages to be linear without giving the impression that you're ever moving forward and progressing, so it's low on incentive to continue. And it doesn't seem to have been debugged properly.

THE BOTTOM LINE

A bit disappointing, really. I reckon that if you replaced the graphical interface with a textual one, you'd be left with an adventure that would have had trouble passing muster ten years ago. Any mustard about has not quite been cut.

69 PERCENT

THE BOTTOM LINE

A1200 We'll be reviewing the A1200 version next month (it came quite a bit later than this one) - so watch this space, Sorcerers.

AMIGA FORMAT SPECIAL

Overdrive
AMIGA FORMAT
Pocket Workbench & AmigaDOS Reference
Workbench 3.0
AMIGA

A1200 SECRETS REVEALED

INSIDE INFO ON CD32

START GUIDES TO GMES'DTP' CD' WORK-BENCH' MUSIC AND MUCH MORE!

BEGINNER'S GUIDE

ON SALE NOW!
£3.95

AMITEK

Designed to bring you high performance at affordable prices AmiTek peripherals offer outstanding value-for-money. They are also designed and built to ensure easy fitting, and trouble free operation - making them a pleasure to use. AmiTek products are also thoroughly tested and are very reliable. So reliable that they are pleased to offer a full two year warranty on the full AmiTek range.

AMITEK - 'FRIENDLY TECHNOLOGY'

AMIGA PERIPHERALS

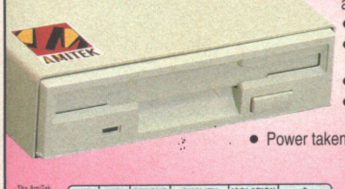
FOR A500, A600 & A1200

1Mb EXTERNAL FLOPPY DRIVE

FOR ALL AMIGA COMPUTERS

2 YEAR WARRANTY

- High quality 3½" Sony mechanism
- Formats to 880K
- Anti Click as standard
- Switchable hardware anti-virus technology
- On/off switch
- Through connector for extra drives
- Compatible with all Amigas
- Robust metal casing and small footprint design
- Power taken from Amiga - no external PSU



The AmiTek drive has many advantages, see for yourself!	ANTI-CLICK	ANTI-VIRUS	STRONG METAL CASE	QUALITY SONY MECHANISM	ISOLATION SWITCH	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
ZAPPO	–	–	✓	–	✓	–
CUMANA	–	–	–	–	✓	–

AMITEK EXTERNAL DRIVE

£59

INC VAT - DRI 1159

1Mb INTERNAL FLOPPY DRIVE

FOR AMIGA 500/500PLUS

The AmiTek replacement drive is ideal for users who wish to replace their existing faulty internal drive. Everything needed to fit the drive is included along with fully comprehensive fitting instructions and 24 months replacement guarantee. The AmiTek kit features a high quality 3.5" mechanism drive offering uncompromising performance at a fantastic price.

2 YEAR WARRANTY

AMITEK INTERNAL DRIVE

£49

INC VAT - DRI 3600

PCMCIA CARDS

FOR AMIGA 600

2 YEAR WARRANTY

FAST 4Mb RAM

For sheer easy of use and flexibility you can't beat AMITEK's PCMCIA RAM upgrades. These compact credit card sized upgrades slot into the PCMCIA port on your A600 or A1200, increasing the RAM by 2Mb or 4Mb.

2Mb CARD	4Mb CARD
£119	**£179**
INC VAT - RAM 6020	INC VAT - RAM 6040

RAM UPGRADES

FOR AMIGA 500/600

The following RAM upgrades are all trapdoor cards and do not affect your Amiga's warranty.

2 YEAR WARRANTY

A500 - Low cost 512K upgrades, with or without a battery backed clock.

512K - NO CLOCK	512K - WITH CLOCK
£18	**£23**
INC VAT - RAM 0505	INC VAT - RAM 0510

A500PLUS - The A500PLUS has a battery backed clock built-in so these 1Mb RAM upgrades do not need this feature.

1Mb UPGRADE **£30** INC VAT - RAM 0520

A600 - 1Mb RAM increase with battery backed clock.

1Mb - WITH CLOCK **£40** INC VAT - RAM 0610

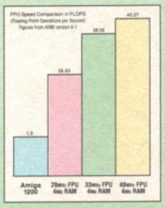
HAWK RAM UPGRADE & MATHS ACCELERATOR

FOR THE AMIGA 1200

2 YEAR WARRANTY

Maximise the processing power of your standard A1200. Be ready for a new software which makes more demands on Amiga memory and technology. The AmiTek Hawk RAM expansion includes up to 8Mb fast 32 bit RAM, the ability to support a sophisticated 68882 FPU and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 9 pre-configured factory installed versions enabling you to select the model which best suits your requirements.

AMIGA 1200
HAWK
RAM BOARD ACCELERATOR
WITH BUILT-IN BATTERY BACKED CLOCK & SOCKET FOR FPU
CONFIGURED TO:
4Mb RAM WITH SOCKET FOR FPU
AMITEK



- Plugs straight into A1200 trap door - No soldering required
- Upgradeable FAST RAM board to 1, 2, 4 or 8Mb
- Uses industry standard SIMMs
- Socketed SIMM for easy RAM upgrades
- Three types of optional floating point unit
- 20MHz, 33MHz or 40MHz PLCC 68882 co-processor
- Comprehensive easy to follow manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty

PRICES FROM ONLY **£99**

INC VAT - RAM 1210

HAWK RAM/ACCELERATOR OPTIONS

	NO FPU	20 MHz FPU	33 MHz FPU	40 MHz FPU
1 Mb RAM	£99 INC VAT - RAM 1210	£149 INC VAT - RAM 1212	–	–
2 Mb RAM	£129 INC VAT - RAM 1220	–	£199 INC VAT - RAM 1223	–
4 Mb RAM	£199 INC VAT - RAM 1240	£249 INC VAT - RAM 1242	–	£299 INC VAT - RAM 1244
8 Mb RAM	£399 INC VAT - RAM 1280	–	–	£499 INC VAT - RAM 1284

MODULATOR

FOR ALL AMIGA's

This modulator is recommended for users who wish to replace a faulty external modulator. Everything needed is supplied. Like all AmiTek peripherals it comes wih an easy to follow manual.

2 YEAR WARRANTY

- High quality design
- Full manual included
- FREE RF cable supplied

£29 INC VAT - MOA 4200

THE SILICA SERVICE

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. We can meet our customers" requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** A team of technical experts will be at your service.
- ***PRICE MATCH:*** We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 15 YEARS:*** We have a proven track record in professional computer sales.
- ***PART OF A £50M A YEAR COMPANY:*** With over 200 staff - We are solid, reliable and profitable.
- ***CORPORATE & EDUCATION DIVISION:*** Volume discounts are available. **Tel: 081-308 0888.**
- ***SHOWROOMS:*** We have demonstration and training facilities at all our stores.
- ***THE FULL STOCK RANGE:*** All of your requirements are available from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you, with special offers and full details of hardware, peripherals and software.
- ***PAYMENT:*** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE **081-309 1111**

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) No Late Night Opening Fax No: 081-308 0608

CROYDON SHOP: Debenhams (2nd Floor), 11-31 North End, Croydon, Surrey, CR9 1RQ **Tel: 081-688 4455**
Opening Hours: Mon-Sat 9.00am-6.00pm Late Night: Thursday - 9pm Fax No: 081-686 4658

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA **Tel: 0702 468039**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm Fax No: 0702 468039

IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH **Tel: 0473 287092**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 9pm Fax No: 0473 287092

To: Silica, AMPOW-0294-125, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 125B

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

SUBSCRIBE

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS
132 PAGES
AMIGA POWER
A MAGAZINE WITH ATTITUDE
42 Pages of unmissable reviews
3 AMAZING DISKS - COUNT 'EM!
YOURS WITH ISSUE 33 OF AMIGA POWER
T2
T2 THE ARCADE GAME
Destroy those indestructible robots (er...) in this big chunk of the most atmospheric arcade game of the year, courtesy of Virgin.
CHRISTMAS DIZZY
disk 33
Totally non-Christmas related mini Dizzy game from Codemasters.
TO THE DEATH!
It's Mortal Kombat time! Massive 4-page review – inside!
GLOBDULE
Amorphous platform antics in several levels of cutesy action from your chums at Psygnosis.
DOGFIGHT
SEEK AND DESTROY
Create the festive spirit with a colossally monstrous load of EXCLUSIVE levels from this outrageously bloodthirsty blaster.
CLUEDO
Get the whole family round your Amiga for
Future
Your guarantee of value
£3.95 JANUARY 1994
ISSUE 33

HAVE WE GOT NEWS FOR YOU...

Every month, we bring you up-to-date, informed and vital information on the latest games. Our finger is always on the pulse.

PLAY TO WIN...

Complete Control provides the best hints, tips, cheats and comprehensive playing guides on the latest big games, and the older classics.

REVIEWS WITH ATTITUDE...

Nobody reviews a game like we do. We have a reputation for providing definitive, authoritative reviews of the latest games. With everything from concise coverage of PD and budget games to massive four-page breakdowns of the big name games, we've got the only reviews that matter.

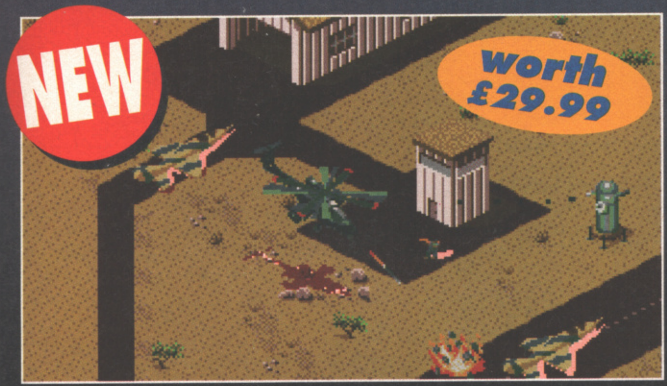
AMIGA POWER POLICY OF TRUTH

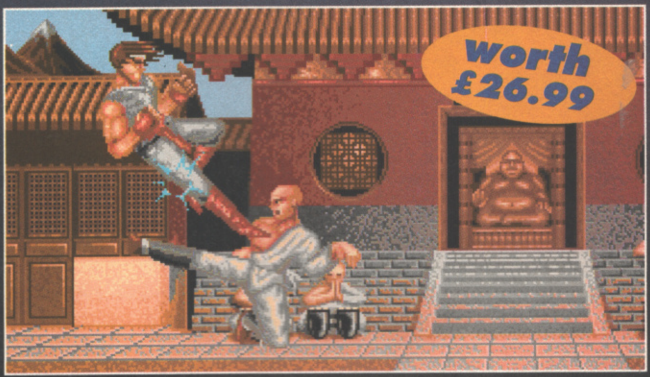
- We won't review unfinished games just to claim an exclusive.
- We don't pander to games publishers – we say what we really think.
- We only use experienced, professional reviewers.
- We won't bore you with mountains of technical-jargon-hardware tedium.
- We take games seriously, because you do too.

TO AMIGA POWER

FOR A LIMITED PERIOD ONLY

...AND RECEIVE ONE OF THESE FANTASTIC GAMES ABSOLUTELY FREE!





DESERT STRIKE AP RATED 92%

It was a hit on the SNES and the Mega Drive, and now it's even better on the Amiga. It's got the best graphics, the best sound, the best explosions and a devastating arsenal of weapons to help you complete the wide range of missions. If ever a shoot-'em-up deserved the accolade 'instant classic', it's this one.

BODY BLOWS AP RATED 89%

The best Amiga beat-'em-up of all time, with the hottest kicking, punching and fighting action around. You get three disks, eleven characters, seven locations and as many special moves as you can handle. Show this to your puny console-owning friends and they just won't know what's hit them. Trust us. You'll love it.

JUST LOOK AT ALL THE BENEFITS YOU GET WHEN YOU SUBSCRIBE!

- You save time
- You save money
- You guarantee your copy
- You get it delivered
- You get one of these fantastic games free!

RETURN THE COUPON BELOW OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Please enter my subscription to **AMIGA POWER**

Indicate as appropriate

Please send me ☐ ***DESERT STRIKE*** ☐ ***BODY BLOWS***

☐ **UK £39.95** ☐ **EUROPE £67.80** ☐ **REST OF THE WORLD £96.85**

NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail. EC customers registered for VAT, please quote your VAT registration number.

METHOD OF PAYMENT *(please make cheques payable to **Future Publishing Ltd**)*

VISA ☐ ☐ **CHEQUE** ☐ **Expiry date** ______________

Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature ______________

Name ______________

Address ______________

____

______________ Post Code ______________

Telephone No ______________

Please tick here if you do not wish to receive direct mail from other companies ☐

Enclose this coupon (together with your cheque if applicable) in an envelope to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR

THIS COUPON IS VALID UNTIL 31 MARCH 1994 **AP/MAG/0194**

THE CENTRE OF TEC

WTS ELECTRONICS LTD, CHAUL END LANE, LUTON,

Amiga 1200 Packs

- 32-bit 68020 Full power
- On site warranty
- Two Python joysticks
- Free Paint package software
- Mouse mat

A1200 Standalone	**£274**
A1200 with 20 MB	**£354**
A1200 with 40MB	**£399**
A1200 with 60MB	**£424**
A1200 with 80MB	**£439**
A1200 with 120MB	**£509**
A1200 with 200MB	**£549**

Amiga 4000 Packs

- AGA Chip set
- 68030/40 processor
- Co-pro option
- 2MB/4MB RAM

A4000 030 with 80MB HD & 2MB	**£899**
A4000 030 with 80MB HD & 4MB	**£999**
A4000 030 with 120MB HD & 4MB	**£1069**
A4000 040 with 120MB HD & 6MB	**£1999**

A1200 Dynamite pack

Simply add to pack price	£45
CD32	£284

A1200/A600 Hard Drives

- Easy to install upgrade kits
- Full instructions and cables where necessary
- All drives supplied with formatting instructions and software
- Free fitting available - phone for details

20MB HD Upgrade Kit	**£85**
40MB HD Upgrade Kit	**£135**
60MB HD Upgrade Kit	**£154**
80MB HD Upgrade Kit	**£169**
120MB HD Upgrade Kit	**£199**
200MB HD Upgrade Kit	**£329**

A1200/A600 Memory Upgrades

A1200 PC 1204 4MB + clock (Co-pro option)	**£198**
ProRam 2MB PCM-CIA A600/A1200	**£118**
ProRam 4MB PCM-CIA A600/A1200	**£172**
ProRam 1MB A600	**£34**
A1200 Real Time Clock	**£17**

Amiga 500 Hard Drives

High Quality GVP Hard Drives

	A500	**A1500**
120MB	**£429**	**£382**
500MB	**£989**	**£942**
1GB	**£1189**	**£1142**

Internal Hard Drives for A500

- Easy to install - Full instructions
- ICD technology

Pro Internal 20MB hard drive	**£155**
Pro Internal 40MB hard drive	**£245**
Pro Internal 80MB hard drive	**£295**
Pro Internal 120MB hard drive	**£325**
Pro Internal 200MB hard drive	**£405**

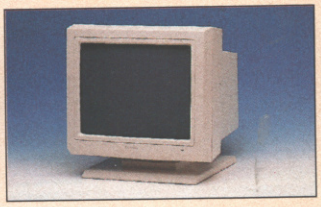
Monitors

Philips 8833 MKII Monitor	**£189**
Commodore 1084s	**£174**

- When purchasing with an Amiga deduct **£10** from above pricing

Dust cover for the above	**£5**

SVGA /Multisync Monitors



- 14"/20" Super high resolution colour display
- Professional IBM compatibility
- Complete with cable
- Full UK warranty
- Tilt & swivel stand

A1200 SVGA Monitor (Displays high productivity modes)	**£228**
A1200 SVGA + Monitor (Medium resolution, displays all modes high and low)	**£269**
A1200 SVGA + Monitor (High resolution, displays all modes)	**£364**
A1200 SVGA plus 20" Monitor (Displays all modes ideal for DTP, CAD etc)	**£1044**

Workstations

- Ergonomically sound
- Facilitates up to three external floppy drives
- Made in the UK
- Strong and robust
- Aesthetically pleasing
- Keep your desk neat and tidy
- Supplied complete and assembled with free mouse mat

A500 Workstation	**£36**
A600 Workstation	**£36**
A1200 Workstation	**£36**
Workstation Coverall dust covers	**£5**

Peripherals

100 Capacity lockable disk box	**£5.99**
Squick mouse	**£13.99**
Mouse mat	**£1.99**
TDK high quality DSD (10) disks	**£9.99**
Computer Mall DSD (10) disks	**£6**
Jet Fighter joystick	**£13.99**
Apache joystick	**£6.99**
Python joystick	**£9.99**
Zipstick joystick	**£14.99**
Screen Beat speakers	**£29**
Zi-Fy speakers	**£36**
A500/A600/A1200 Dust covers	**£4.99**
A500 Modulator	**£36**
Rendale 8802 FMC Genlock	**£169**
Supra 2400 Modem	**£89**
Supra Fax Plus Modem	**£148**
Supra v.32 BIS Fax Modem	**£358**

Scanners

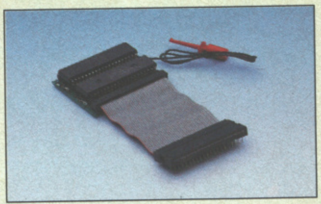
- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing

Power Hand Scanner

- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software

Power Hand Scanner v3.0	**£96**
Power Hand Scanner Colour	**£229**

Pro ROM Swapper



- Swap between Kickstart chips
- Fits A500, A500+, A600,A1500
- Auto swapping via keyboard control
- Flexible cable allows the swapper to work in conjunction with accellerators etc.
- Simple to fit - full instructions

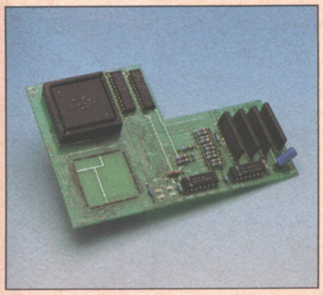
Pro ROM Swapper	**£18**
Pro ROM Swapper + 1.3ROM	**£37**
Pro ROM Swapper + 2.04ROM	**£40**
Workbench 2.04 plus manuals	**£49**

sonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale

CHNICAL EXCELLENCE

Est. since 1984

N, BEDS, LU4 8EZ TEL (0582) 491949 (6 LINES)

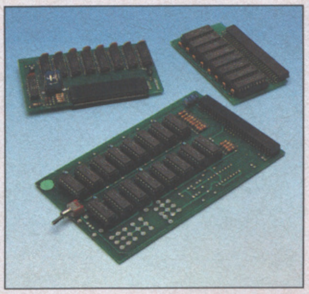


Pro Agnus 2MB

- Provides a full 2MB of Chip Memory for the Amiga 500 and A1500/2000
- Designed and built in England
- Supplied with 8375 Obese Agnus
- Includes 2Mb Memory on board in the form of low power Zips
- Allows the processing of elaborate animation and sound sampling
- Provides the same max. chipmemory as the A3000/A600 &500+
- Increases addressable memory space from 9MB to 10MB
- Complete with full instructions and flying leads
- British made

• Pro Agnus 2MB	£139

(Free fitting available - Phone for details)



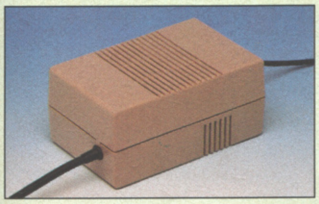
A500 Memory Expansions

A500 Pro-RAM 0.5 Meg. Upgrade

- Allows 1MB software to run
- Chip memory compatible
- British made

• Without clock	£16
• With clock	£19
A601 for A600	£36
A500 Pro-RAM 1.5 Meg Upgrade	
▪ Gives a full 2Mb of memory	£74
A500+ 1Mb Meg Upgrade	£29.95

High Current Power Supply



- Allows the addition of peripherals without damage to computer or power supply
- Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future
- Switch mode design
- Full crow bar projection
- British made

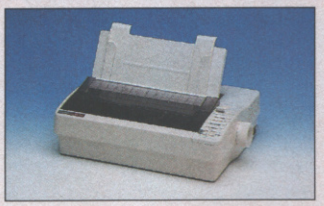
• A600 Power supply unit	£44.95
• A500 Power supply unit	£44.95
• A590 Power supply unit	£44.95
• A1200 Power supply unit	£54.95
• A2000 Power supply unit	£99.95

Cumana 3.5" External Drive

- High Quality
- Renowned and proven reliability
- Top notch specification
- Anti-click
- Long moulded cable
- Slimline design
- High impact plastic

▪ Cumana external drive	£57
▪ Cumana external drive + 100 capacity disk box	£60
▪ Cumana external drive + 100 disk box + 20 blank disks	£66
▪ A500/A500+ Internal replacement disk drive	£46

Printers



- High quality premium range of Amiga printers
- Two year manufacturers warranty.
- Complete with cable to Amiga 500
- Citizen registered for Dealer plus service

• Swift 1200+ (9 pin, 80 column, 144 CPS draft, 30 NLQ, 4KDB Buffer)	£129
• Swift 90 Colour (9 pin, 80 column, 216 CPS draft, 54 LQ, 45dB quiet mode)	£168
• Swift 200 (24 pin, 80 column, 216 CPS draft, 72 LQ, 43dB quiet mode)	£186
• Swift 240 Colour (24 pin, 80 column, 240 CPS draft, 80 LQ, 43dB quiet mode)	£259
• Swift Pro Jet (80 column, 50 nozzle print, 360 CPS draft, 120 LQ, HP emulation 8KB buffer, 3 fonts, vertual lazer quality)	£299

Chips and Spares

- WTS have sole distribution rights from Americas biggest Commodore chip distributor

▪ Workbench 2.04 Kit (includes manuals, disks & chip)	£78
▪ Kickstart 2.04	£24
▪ Kickstart 1.3	£29
▪ Kickstart ROM Swapper (Swap between Kickstarts)	£18
▪ Fatter Agnus 8372	£29
▪ Obese Agnus 8375	£39
▪ High Res Denise	£24
▪ 1MB x 9 Simms (3 chip)	£29
▪ 1MB x 4 Zips	£14
▪ 8520 CIA	£9

☎ SALES HOTLINE 0582 491949 (6 LINES), 0480 471117 (24HR), FAX ON 0582 505900

Credit Card ordering by phone is easy. Simply phone our sales hotline quoting your credit card number., expiry date, name and address and the products you wish to order and we'll do the rest. Alternatively write the above details on your letter when ordering by post.

When ordering by post in cheque form please write your cheque card guarantee number on the reverse of the cheque and send along with your order. Postal Orders are also accepted.

NO DELIVERY CHARGES TO UK MAINLAND. MINIMUM ORDER AMOUNT £15.00.
Should you wish your order to be sent by courier service please add £5. This method includes Comprehensive insurance.

WARRANTY: One year return to base (excluding chips).
ONE YEAR EXTENDED WARRANTY: Available on all products (excluding chips) at 10% of purchase price when ordering.

WHERE TO FIND US!

Head Office
WTS Electronic Ltd
Chaul End Lane
Luton
0582 491949

Computer Mall Bedford
No.16 Downstairs
The Harpur Centre
Bedford
0234 218228

Computer Mall St. Neots
No.6
Priory Mall Shopping Centre
St. Neots
0480 471117

Computer Mall Hertford
49 Railway St.
Hertford
0992 503606

Computer Mall Dunstable
84 High Street North
Dunstable
Bedfordshire
0582 475747

All prices quoted or products stocked are subject to stocking levels and availability. WTS cannot be held liable or supply reimbursement for force majeure, or items, which are out of stock due to demand or low stock at its suppliers which may result in delayed delivery or non delivery, payment with order, please allow 28 days for delivery. WTS reserve the right to ammend prices, revise packs, specifications and or substitute product wihtout prior notice at any time without liability upon itself. E & OE

sonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale

COMPLETE CONTROL

If you're feeling on edge, frustrated or out on a limb with your latest purchase then you need look no further than here for the vital tip that will save your life. Doctor Richard Pelley is on hand with a nosegay of top hints and cheats.

FRONTIER

It's the long lost toilet brush of Alpha-ten-zero, or something.

(Gametek)

Need help on *Elite 2*? What more is there (or can I think of) to say? Here it is, courtesy of the prize-receiving Mark Chapman of Sussex, William Gibson (no relation) of Northumberland and Martin Menary of Livingston.

STARTING OUT

Begin on the Lava System and quickly upgrade to a Moray Starboat. Don't bother with missiles or Laser – an Auto Pilot or load of fuel is far more essential. Quickly check the bulletin board and take any packages for Leesti. Launch off and visit Leesti. If when you arrive you bump into enemy ships, jump between Disa and Leesti until they have gone. Go to the space station and drop off any packages, purchase as many tonnes of narcotics and fuel as you can afford, and back at Lave sell the narcotics in the highly dodgy Edward's Goods Emporium, pay any fines and stock up. If you were unable to reach Lave Station because of enemy fighters then jump to Disa and try to land there. Narcotics are illegal in both systems so (hem hem) you can get a good price for either. Only sell illegal goods if on the bulletin board Edward's Emporium is available or there are two 'goods bought and sold' ads.

Continue trading in narcotics until slaves become an option. Once you have made a reasonable amount of money, treat yourself to a Constrictor, transporter (from Zaonce), six shield generators, one 1MW beam laser, an Autopilot and 4 naval missiles. Now trade slaves between Zaonce and Lave. Should things approach desperation, only take enough fuel to get you to Disa via Lave. You should by this point be raking the credits in.

The purchase of an Anaconda Freighter with 10 shield generators, a 4MW laser plus every other add-on available will start you on your way to increase your imperial rating. Go to Hoarla -1, -5 and pay the fine to clear your name of being a fugitive. Take a mission to make you a serf and once completed, go to the federal colony of Formalhaut and do the same to be promoted to Private. Purchase a Puma Clipper, what ever that may be, as well.

TRADING

Keep it legal whilst you can afford it. Go for goods with high profit margins; robots, computers and luxuries are worth more than animal, meat and plastics. 'Honest John, and 'Johnson & Son' are police traps so avoid illegal trading with them. If you are caught, bribery will only increase your fine.

COMBAT

Disabled Star Dust and Background Stars and enabled Elite Control Method are recommended. When attacked, focus in on the ship and click with the mouse (a radar mapper should be invested in a.s.a.p. for just such an occasion), increase set speed, dive rapidly, climb occasionally to throw him off your tail. Only fire if you can put 6km or more between you, and disengage autopilot only if you are hit or come within 1Km of the enemy. To improve your rating, visit independent worlds such as Lanande 21185.

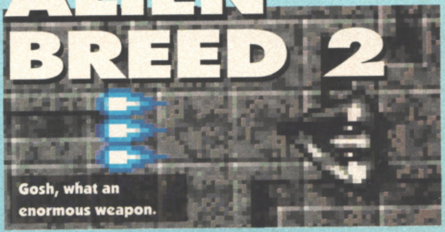
AND FINALLY

At Ross 154, the recommended starting position, contact the shipyard and remove your KL760 homing missiles. Go to the stock market and buy as much fuel as possible. (You should be able to afford about six tonnes). Set a course for CD 44 11909 sector -1, -1 then jump to Lyten 205-128 sector -1, -2, and finally got to sector -2, -2. Upon arrival set a course for the planet Emerald and dock at the orbital trading post Machenzies Relay. Check out the Bulletin Board for any goods bought and sold.

At the shipyard, remove your atmospheric shielding, scanner, automatic pilot and MW pulse laser. Because precious metals are illegal you will be paid over three thousand credits per tonnes to take them away. Back at the shipyard, this time exchange your ship for either the same or a Mark 3. Your cargo bay should be empty so reload with precious metals (from the same outlet as before). Provided you are careful, the space cops won't catch up with you, so you can repeat the process (advancing time if stock runs out) until you have as much money as you want.

Space: the final frontier. Hey, great name for a game!

ALIEN BREED 2



Gosh, what an enormous weapon.

(Team 17)

The moment my eyeballs scanned the words "it's far too hard" in Cam's review of *Alien Breed 2*, I mentally reserved a section of the proceeding Complete Control to print the passwords I knew at least one clever-clogs was bound to send in.

Perplexingly though, not one but literally thousands of people have been in touch; some folk completed the game in a week, some in three days, some even on the bus on the way home from the shops. Is Cam just crap at games? *(no, he's crap at other things too – ed)*. Are the general AMIGA POWER-buying public all geniuses? Opting for a happy mixture of the two *(Oi! – Cam)*, let's print the codes as provided amongst others, (but most legibly) by Sam Bolton of Oldham.

Level 1 Landing Pad 1 – 098654
Level 1 Landing Pad 2 – 736353
Level 1 Landing Pad 3 – 243433
Level 1 Landing Pad 4 – 378829
Level 1 Landing Pad 5 – 000000
Level 2 Civilian Zone 2 – 353828
Level 3 Civilian Zone 2 – 108383
Level 4 Civilian Zone 3 – 370101
Level 5 Civilian Zone 4 – 982822
Level 6 Security Passage – 847464
Level 7 Science Zone 1 – 737373
Level 8 Science Zone 2 – 928112
Level 9 Science Zone 3 – 287364
Level 10 Science Zone 4 – 193831
Level 11 Security Passage – 090921
Level 12 Military Zone 1 – 309383
Level 13 Military Zone 2 – 101211
Level 14 Military Zone 3 – 103992
Level 15 Military Zone 4 – 998112
Level 16 Planet Surface – 125332
Level 17 Underground Shaft – 091233

Others of you seem to have found funny things happening with lives, keys and credits if the level code is entered as 098654, 378829 or 736353 respectively. A few jokers thought (but for no given reason) that the number 243433 and 278829 might be useful. And I even found some Action Replay codes nestling in the Complete Control post bag: C01605, C01663, C01673 and C01679.

Name-checks then to Kristen Bygrave of Herts, Stevie Bruce of Glasgow, Paul J. Curtin of Sefton, Alex Baillie of Cleveland, Jeff Hervel of Walthamston, Pete Tribe and Wayne Parsons of Southampton, M. Pugh of Gwent and David Macpherson of Dumbartonshire. *(That's enough name-checks. – Ed)*

YO! JOE!

ort, be-shaded and
rp – that's Joe.

udsonsoft)

plete Control promises you hints. Complete Control ures you tips. Complete Control will stake its reputation on g you level codes (from time to time). But no where I'm d in the contract is 'a good read' promised. Jokes? No rantee on those either. And witty introductions? Not even small print obliges me to come up with any jocular udes at all. I really don't have to if I don't want to. So here cheat for *Yo! Joe!*, sent in by Matthew Grainger of eland. When you have completed the bonus shoot-em-up e, keep pressing fire. When the computer counts up the s, it should give player 2 fifty five.

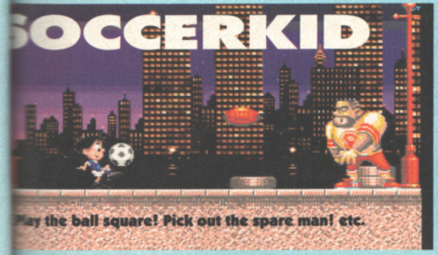
WONDERDOG

hat comic
uncing on the sofa
he srapyard'
ment in Wonderdog.

ore Design)

here are the level codes for Wonderdog, sent in by Glen son of Halesowen. LEMONADE, PHARMACY, TMATE, DANIELLE, LUCOZASE.

SOCCERKID



lay the ball square! Pick out the spare man! etc.

risalis)

here's some stuff from James Carlton of Guildford.

W TO BEAT THE BOSSES

ETH: Jump over him when he charges and duck at the side of the screen when he throws the ball at you.

ERELLI: When he's on his platform stay near his feet and try to hit him. As he sings run out from under his feet to side and this will leave you with only one note to contend Jump over it and repeat for his next song. When he s down hit him two or three times and then jump over Once you are over, remain as close to him as possible for num effect when attempts to blow you up.

NASTY ASSAIN: When she runs at you jump over her. she jumps, duck in the centre.

D WRESTLER: As he waddles towards you, jump over nd then duck near him as he throws the ball away.

B: When he flies up, run to the left of the screen then he comes down, stay in the middle. When he appears to t, jump over his hand and stay in the middle.

HIRED GUNS

00-0027 New Europe
Torre, Miyriel
Cyborg, 100 years
Interfacing IV series

The right choice of companion is an absolutely essential part of any successful expedition.

(Psygnosis)

"From the beginning you know you're in for a treat," said Steve when he reviewed this one. He then went on to explain what the game was all about – a four-way *Dungeon Master* clone, topped to the brim with atmosphere, an excellent weapons system and brilliant psionic devices. "Miss it at your peril," Steve said. He loved it, and recommended it in every way. But did Steve include any hints or tips? No he didn't – and once again the responsibility seems to have fallen to me. I've, ahem, actually lost the letter telling me who sent this guide in, but I'll find it and let you know next month when we conclude.

CHARACTER SELECTION

CHARACTER	PHYSIQUE	AGILITY	STARTING WEAPONS
Adell	94	196	Auto gun, Stunner, Grenades
Bonden	207	106	Shot gun, Grenade launcher
Clavius	152	150	Blaster, Grenades, Mines x2
Cheule	129	160	Assault rifle, Grenade launcher
Cim	320	28	Mini gun, Flamer, Rifle, Grenades, Sentry gun
Cim-Lite	240	44	Laser, Shot gun, Grenades, Sentry gun
Desverger	187	85	Sniper rifle, Stunner, Grenades
Jenillee	95	211	Stunner, grenades
Katrina	131	144	U.P.B.I. gun, Mine, Grenades
Kiurcher	190	75	Super Covert, Flamer, Grenades
Miyriel	100	132	Blaster, Stunner, Grenades, Sentry gun
Rorian	156	105	Silent auto, Revolver, Grenades

This should be useful considering nowhere in the four manuals is this information given. Any recommendations? The two battle droids, Cheule and Kiurcher make up a pretty mean party.

LEVEL HELP

Sort out your back packs, guns, Psi-amps and food. You'll want the Mini Gun on the first mission – to get this you must jump a character with high Agility and low Weight (not a droid) through the hole at the top of the three lifts and collect the Access card. Outside this level there are a couple of pushable blocks which leads to a switch. Use a droid with suitable ammo in the water. The laser will be ruined before you can return it to the surface but the the Silenced Super Covert will make a good backup weapon if ammo runs low.

To avoid being trapped on the cave mission send any laser carrying-characters through the cave section and down the stairs. Locate the ascending set of stairs and teleport, but upon materialising ensure you don't touch the barricading block or the others will get stuck. Take the others to the other set of stairs where the water is rising and sinking – this is safe because there are chances to breathe. Up the stairs and after a smattering of killing you'll uncover a door. To reach the crate send one person up the lift and over to the left when he appears out of the small tunnel. Drop down, and once again when in possession of the gun and ammo. Watch out for the Rhal here. When you kill him, place a proximity mine on the floor in front of the button, press, and step back and left before the lift goes in order to rescue the remaining member of your party stranded at the base of the lift. This, however, takes practice. If you don't quite feel up to it, retire to a safe distance upon pressing the button, and walk back down the long way and retrieve him.

The laboratory test site is rather tricky. It does not need completing, but if you want to give it a shot the Laser Flux Cannon, the odd machine gun, the watertight Psi-amp and as many grenades as your pockets will hold will come in useful. The Fusion Reactor mission is not worthy of noting except for pointing out that there actually two bits to it. The second part which you are taken to by the lift initially resembles the first. That is until you turn left (Yikes! – a Robodyne) or turn right (Yikes! – two of them). These are best disposed of at long range with a grenade launcher. And whatever you do, don't leave the level without the Fusion Power Core Ring.

To clear the room scattered with land mines, open the door and lob in a grenade. The proceeding levels increase quite severely in difficulty, so one thing you must be wary of is leaving characters standing in the open even if there appear to be no enemies around. Make sure you lock them in a secure room – it is even possible to find baddies dropping in from the ceiling. Most levels are surrounded by water, so don't forget to drop a droid in to have a scout around, saving the game beforehand. If you find yourself waiting for a descending lift, chuck a grenade down the shaft before calling it up. Any monsters who may have been waiting for you are in for a nasty surprise. And some last minute general advice. Do not fire and then run forwards (you may run into your bullets). And if you run low on food and droid repair then repeat the first mission and you can stock up on more.

Coming next month:

Multi-player, baddy and weapon advice. Hold on to your horses.

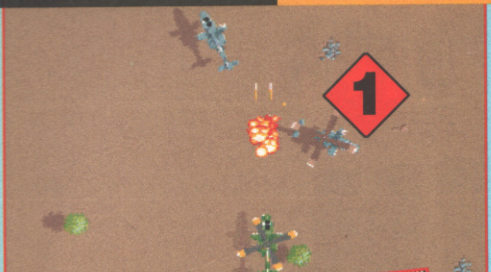
DON'T FORGET

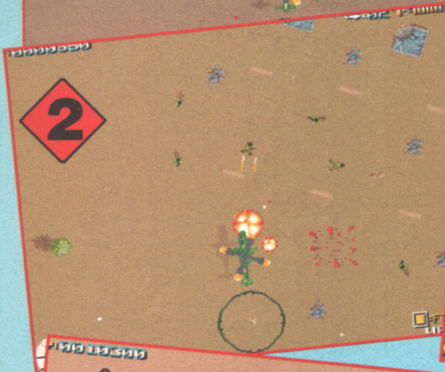
Here's the deal – you send in your finest tips, and if we like them, we'll print them. And if we really like them, we'll print them and send you a prize.

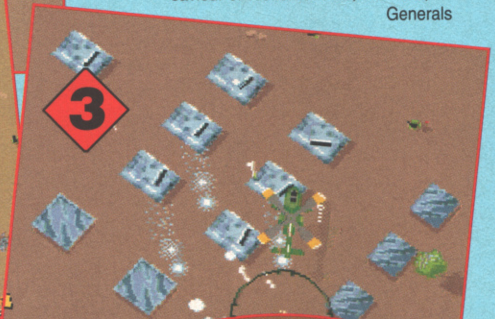
The address? Why, it's Complete Control, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.

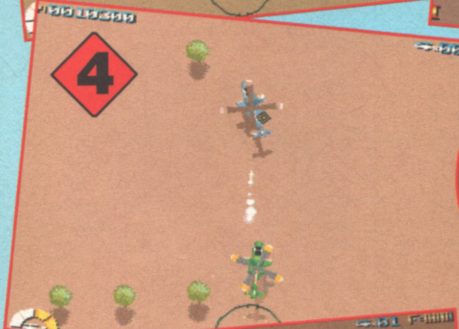
Someone's gone missing. Blimey, skivers eh? You turn your back for a minute and they're off down the pub.

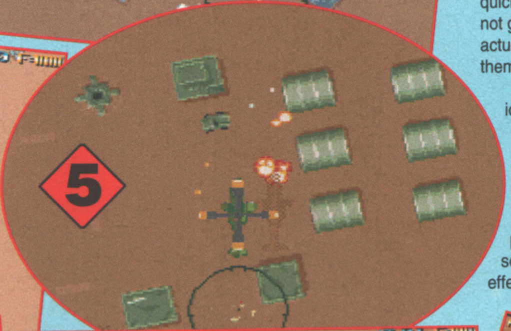
SEEK & DESTROY

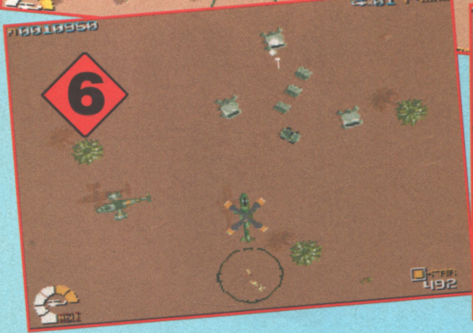


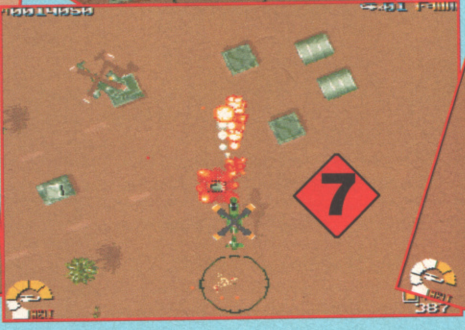


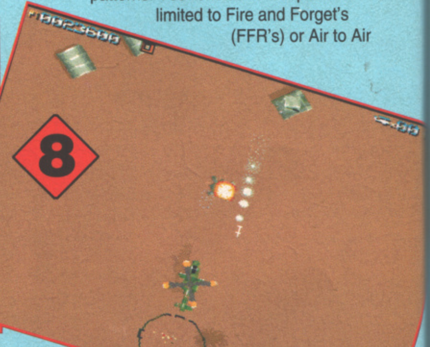












Okay, by now you know how we feel about people who spend 30 quid on a game and then want to be told how to play the damned thing in the tips pages. This month, the tips aren't of the absolute solution or help type such as we've been giving away with *Ishar 2* and *Nippon Safes*. Nope, this lot are in the form of combat mission briefings with real terminology stolen from the, gasp gasp, low payload high delivery saviour of World Leaders, Admirals, Generals and Menzies Campbell; Defense News. So, readers who are into the idea of World Peace and ontological discussions stop reading now. We're going to explore the incendiary scenario of cost effective fatal compromise and thrust vectoring avionics. Does that make complete sense to you? Good luck gentlemen, you're going to need it.

PIC 1

Bit of a cheat this tip. Use the first mission for manouveure practice. Most important in the rest of the game is the ability to out rotate the enemy. Watch which way his guns are pointing. Keep moving and shooting. You know you're heading in the right direction to becoming an Ace pilot when you can complete this mission with the use of your chain gun only and not take a hit.

PIC 2

Ooh, I love this one, I really do – Mission 2. Fly over the concentration of tanks and call up an Air Strike. Get out of there quickly. The missiles fired by these tanks home in in a rather nasty manner which can quickly relieve you of the ability to breathe oxygen. Do not go back to the scene until the Air Strike has actually burst. If there are any surviving tanks, take them out with Air to Ground missiles.

There is a high probability of some munitions icons floating around. Collect them all. Their effects are cumulative ie. you increase your weapon payload.

PIC 3-4

Mission 3 provides another opportunity for some practice. At the earlier levels, the choppers aren't so aggressive.Their missiles aren't as accurate or effective. So take the time to study their attack patterns. Your choice of weapons is limited to Fire and Forget's (FFR's) or Air to Air

Interceptors. Funnily, when you use the Interceptor option, the choppers become all coy and sneaky. If you just hang about in the air they will not come near you; from the front at least. The best option here is to use the FFR's. But move around, most choppers are of a kamikaze bent and think nothing of flying into you. Oh, and to make the possibility of completing this level a certainty, explore the map a bit, shoot the living daylights out of any buildings you happen across. They might just be concealing some shield or fuel icons as well as various weapon power ups.

PIC 5-6

Mission four is primarily a ground attack mission. In order to make it successful though, you've got to prepare a set of priorities. The first of these is to eradicate without mercy whatsoever at least 60% of the enemy helicopter population. You're going to take hits though, no matter how well you play. Make sure that you leave no building undestroyed. They are hiding those all important shield and fuel icons.

PIC 7-8

Okay, no mission in particular, just a load of strategic advice on the subject of weapon economy. On later missions, you'll come across a mixed population density of buildings and ground to air missile launchers. Use your FFR's to take out the missile launchers hiding among the buildings.

In other instances, once you've familiarised yourself with the workings of your ground to air missiles, you can steer the automatic tracker to alight on enemy launchers. Do not waste these valuable weapons on mere buildings.

PIC 9

Mop up unprotected buildings using your chain gun. This is a very good sound economical idea. It saves wasting FFR's and anything else you care to mention.

PIC 10-11

Concentrations of mobile ground to air missile launchers can be tricky. Switch to some good ol' tank bustin Napalm and fly away. Line yourself up with the particular concentration that's causing you trouble and fly straight towards them. Release the vaseline killer and soak up the atmospheric "Catch this" of your co-pilot.

PIC 12

Last of the desert based missions here. It is imperative that you make full use of your plethora of weapons. Mop up loose helicopters before attempting to land to collect the hostages. To take off and land quickly, repeatedly press the up and down cursor keys. Pat yourself on the back when you are finally able to complete this mission with one copter.

PIC 13-14-15

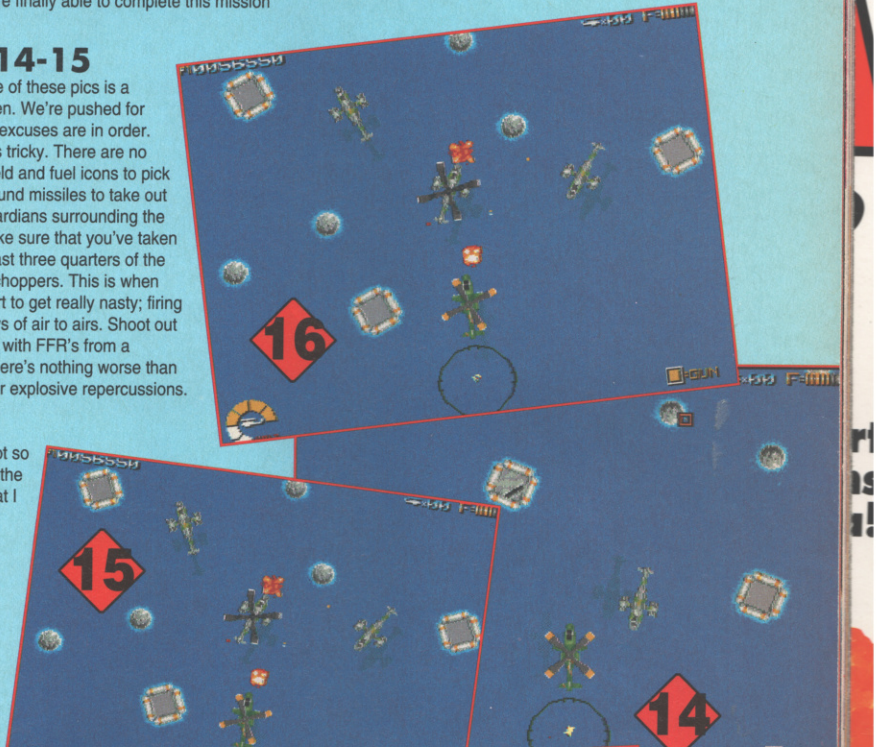
Okay, I know, one of these pics is a mission title screen. We're pushed for time, so no more excuses are in order. This water level is tricky. There are no power ups or shield and fuel icons to pick up. Use air to ground missiles to take out the missile guardians surrounding the mines. Make sure that you've taken out at least three quarters of the enemy choppers. This is when they start to get really nasty; firing off volleys of air to airs. Shoot out the mines with FFR's from a distance. There's nothing worse than crashing from their explosive repercussions.

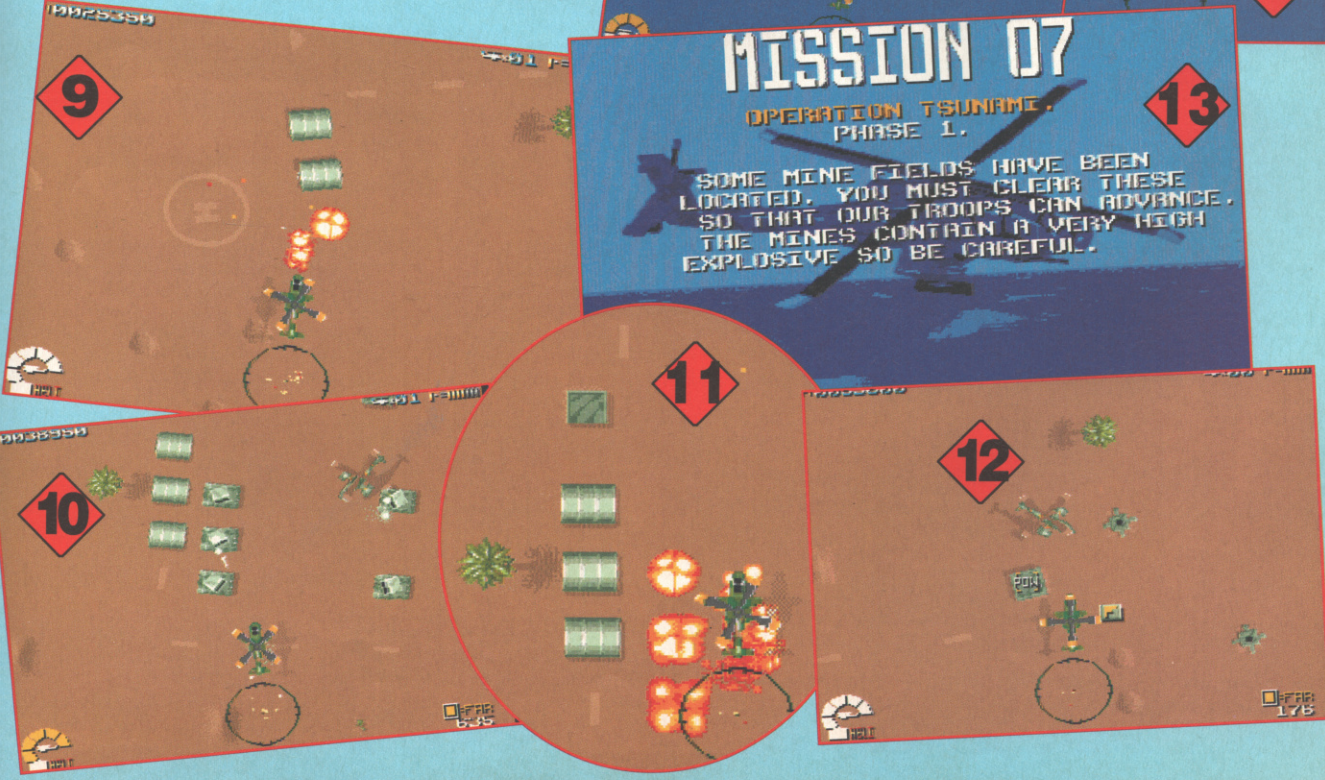
PIC 16

Unfortunately, I got so carried away with the next few levels that I forgot to take relevant grabs. However, in high density areas it's worth using Napalm and quickly switching to AGM's or FFR's to mop up the remnants of the devastation.

I really enjoy playing *Seek & Destroy*, so this is one game that I wouldn't mind doing some more tips for next month. Whether I'm allowed to or not very much depends on my own success at getting to the higher levels and how much time the editor thinks it's worth me devoting to playing games instead of writing about them. Still, when the going gets weird, the weird turn pro. That's what I always say. Ciao for now.

● ***STEVE MCGILL***



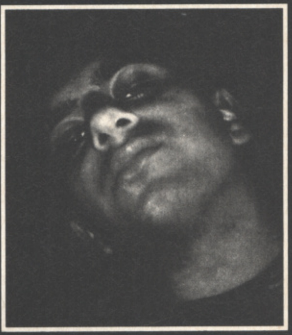


MISSION 07
OPERATION TSUNAMI.
PHASE 1.
SOME MINE FIELDS HAVE BEEN LOCATED. YOU MUST CLEAR THESE SO THAT OUR TROOPS CAN ADVANCE. THE MINES CONTAIN A VERY HIGH EXPLOSIVE SO BE CAREFUL.

UP THE CREEK?

Then you need...

THE LAST RESORT



with Rich Pelley

If stuck your first resort should of course be to write into The Last Resort with our last resort of a host, Rich Pelley.

I have no handicap coming to terms with the personal pleasure I derive compiling The Last Resort month after month, but what I am far less assured of is what effect this job actually has on my credibility. As of yet, I have had no proposals of marriage, no hordes of fans camping on my doorstep over night and no photos of me discreetly shopping at Tesco's published in the National Press. Heck, I've never even been sent any fan mail. That is, until yesterday when a letter from a Mr D. Bird of Cannock arrived. "Dear Rich, have you got a cheat for A-Train? Yours Dale Bird." Schucks, and yes, Mr Bird, I'd love to marry you.

STREET FIGHTER 2

Q "I have heard that there is a cheat which enables you to play as the bosses. What is it?"
Richard Tipton, Hereford

A We printed one method in issue 23, but considering all the hoo-ha that followed it (where Bath's main post office actually had to take on extra staff in order to handle all the complaints with our name on them that they were bound to pass on), there's a chance it may not have been too helpful. Recently though, another cheat arrived which, if true, could have many a Street Fighting 2 fan rejoicing wildly in the

LOOSE ENDS

Please help here where I couldn't

Q "Any help at all on the very last level of DUNE 2 would be appreciated considerably. I'm up against the force of everything and it's a bit much."
Darren Taaylor, Llanelli

Q "Day four of WILLLY BEAMISH is the crux of my problem. In spite of trying everything I can think of, I still cannot win the frog race. Just how do you move forward?"
P Suckling, Coventry

Q "I need some help on DUNGEONS OF AVALON 2. Has anybody explored the Dungeons of Isla, and located the Prisoners who say 'You have saved our lives, take this key as payment. It unlocks the Map room of Isla'? If anybody has, then could they explain why when I click on inventory, there is no key? And whilst they're at it, would they tell me why in the Tower of Roa the guard tells me 'None may enter without a permit,' even if I have it?"
Steve Evans, Rugeley

Q "I hope you don't mind me asking, but I really would like to enquire what I have to do next. I am in the Crughon prison with a lance, key, document, newspaper and blow torch, and have opened the air duct. In FUTURE WARS, that is."
Paul Miel, Lossiemouth

Q "I have come a cropper in METAL MUTANT, the subterranean level. I've come across this big robot with a whip that barks quite a lot on the first floor, as well as loads of interlocking pipes. Lucky old me, eh? But these pipes are connected with gates, and if you don't open them in the correct order you explode (Hell of a security system – Ed.) and the robot always kills me before I can seriously damage it. What is the correct sequence? And are there any cheats?"
Mark Reid, Killiney

Q "On the museum level of BART VS THE SPACE MUTANTS, could anybody help me locate the final goal? I can only collect the first four letters of the word 'Homer'."
Dharmesh Parekh, Preston

Q "Hey! – The Last Resort wouldn't be complete without at least one reference to LEGEND. (And I may have even had this one before, but I couldn't actually be bothered to check. – Rich.) I have become out of my depth on level three in The Dark Tower. There are Damage, Healing and Paralyse and Dispell runes on the floor (one of each), and also two damage runes and two healing runes in the left corner. I've attempted spells connected with these but I'm afraid I still can't reach the chest at the top right corner."
C. Robson, Burton on Trent

Q "I've dressed as a woman, bought the SQ IV Hintbook and located the wire. But enough of my personal life. I'm stuck in SPACE QUEST IV. Every time I go down the stairs I get shot. Why does this happen and can you help me to avoid it in the future?"
Patrick Gratt, Malta

Q "INDIANA JONES AND THE LAST CRUSADE. How do I get the cross in the Cross of Coronado?"
Davinia B. Kent

Q "In the same game, i am stuck on the bit when there are six skulls to play in the catacombes and you refer to Abbes Hildergard's obscure musical notes in the computerised Grail Diary. I just cannot for the life of me work out whet combination of notes you have to play."
Gerard Lee, Glasgow

streets into the small hours. (You can forward all your complaints to Anthony Gunn of Uddingston this time, though.) "Pause a two player game," it said, "and type in 7KIDS. The screen will flash and then you can be the same person as your friend."
When selecting your character, you may also like to try selecting Blanka, and typing in PATIENCE. The screen will flash yellow, and having chosen which character you actually want to play (putting any reputation Anthony may have had to stake here) F10 will bring your power back up when necessary."

PRINCE OF PERSIA

Q "I've got to a part on level seven where I have to avoid a switch without landing on some spikes but I can't seem to achieve this."
Nicholas Forrer, London

A The solution to your problem, and indeed all the problems you encounter, were spread between issues four, five and six. However, I actually completed P. of P. without any help from the solutions at all (before they were even published in fact) which just goes to show what a top games player I am. You think I need to go running off to consult a back issue every time someone poses me a problem? [THINKS TO HIMSELF – CRIKEY, I CAN'T EVEN REMEMBER HOW MANY LEVELS THERE ARE IN *PRINCE OF PERSIA*, LET ALONE WHAT THE HELL HE'S TALKING ABOUT. CONSULTS NEARBY ISSUE FIVE. A-HA, THIS IS THE BIT.] Stand to the very left of the switch tile, and take a standing jump – this should clear both the obstacles. Ah. Don't you just love being in control? *(We'll have to take your word for that – Ed).*

WONDERLAND

Q "Four years ago I purchased this game for the Amiga 500. After continual playing blah blah... got stuck... blah....found solution in magazine... blah... had children and stopped playing... waffle... brother threw away solution drone on and on... restarted playing rhubarb and (ah ha!) I've been to the rabbit's house, the Palace and Duchess' house but for the life of me I can't reach the Hatter's party. You are my only hope. Please, please can you help me?"
Miss Mandy Aylett, Middlesex

A Don't fret Miss A., I happily have a solution from another magazine at my disposal (quite possibly the one you had actually), and I'll tell you what I'll do. I'll mercilessly steal out everything it says you should do between leaving the Duchess's house and arriving at the Tea Party for your own personal usage. Okay? So here we go then: Go to fountain, hold potion in mist, go to tree, fill saucer with cream, get sugar, go to mushroom, give sherbert to caterpillar, cut mushroom, go to palace, enter, show pass to guard, give pink gloves and fan to rabbit, get hook from coat of arms, go to conservatory, get handle, go to throne room, get growth chunk and eat it, stand on throne, pull bell pull, get down, S, get card, N, go to kitchen, get steak, SW, open door with cellar key, NE, ask chef about paper, go upstairs to landing, W, get card, open draw, get key, E, E, open cabinet, get bottle and lens, W, Up, get card from inside telescope, stand on tea chest, use lenses with telescope, close on eye, look through (continue turning and looking as far a possible), go to secret tunnel, get key, go to treacle well, fill jug with treacle using handle winch and rope, get card from under footbridge, go to treehut and – heck, you're almost there.

ARE YOU SURE..

Q "I'm entertaining close friends for dinner next week. I'd really like to impress them with a fancy dessert, but I seem to have totally exhausted all my ideas and I'm at my wit's end. My son says yopu can answer any question. Please can you help?"
Mrs D. Smith, at home

A A Pistachio Nut Meringue Gateau with Rose-water Cream and Strawberries always goes down well when I have people round. Whisk 4 egg whites, fold in 225g caster sugar and 75g of nuts and bake at 140c for one hour. Spread 125ml of cream whipped with 1 tsp Rose water on one layer of meringue, cover with sliced strawberries, place on the other meringue, dust with icing sugar, and decorate with piped cream rosettes, more nuts and kiwi. Simple, impressive and thoroughly delicious!

THIS IS THE RIGHT PLACE?

Q "Find one solution of $d^2W/dx^2 + d/dx (W \cot x) + n(n+1)W=0$"
Worried, on the streets

A Simple – $\sin x \, dP_n(\cos x)/d(\cos x)$

A-TRAIN

Q "Is there a cheat?"
Dale Bird, Cannock

A Yes, there is. During the game type in CHEATERCHEATERWIMP for lots of dough.

That's all for this month folks but don't forget to keep those questions and answers coming in. The best we publish are often awarded a random software prize from the big filing cabinet kept here at Amiga Power Towers. See ya!

The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. That's the address to write in to. Not forgetting to mark your envelopes 'Questions', 'Answers' or 'General Fan mail' accordingly.

CASES CLOSED

Knowing you are helping out those in need is the prize here. So why anybody bothers writing in is beyond me. I guess you're all just wunnerful human beings.

K.G.B.

Q Andrew Whittle of Littlehampton dared question the accuracy of the solution we'd previously printed to this one. Cheeky monkey.

A "I think it is Mr Whittle who is at fault actually. What I suspect he is doing is playing the wrong video in Verto's studio.The tape lying around is a totally irrelevant black and white film, the one that you should play giving evidence of Verto's activities is in the draw beneath the TV. Now when you return to Department P, Voulou will still moan at you for letting the American go, but the game will not end provided you reply with something like 'He was a pawn in my plans'."
Daniel Watkins, West Wycombe

DEUTEROS

Q Two months ago, Andrew Clarke of Manchester's silver and platinum situation wasn't looking too healthy.

A "You should think yourself lucky you don't have an A1200, Andrew, the game doesn't even run on it. (And thank God you haven't got a Dragon 32; it doesn't work on that either. – Rich.) Build a 105 ship with three tool pods attached. Place a grapple onto each pod and plot a course for the Asteroids. Upon arrival, take a peek at the contents of the asteroids and retrieve any silver or platinum floating around."
Andrew Whiffen, Kent

A "And you may also like to try out this cheat. Go to the surface or orbital stores room, press SHIFT C twice. (The screen will go green and then back again). A set of numbers should have appear in the corner of your telly. Click on the Master Control icon (preferably) and get yourself to the stock screen again. Every researched product should appear to have one icon in stock, but in truth infinite supplies are at hand, and orbital space stations can now also be built with one frame section. Also, when you are about to be taken over by a Mechanoid fleet, keep to the screen where a picture of an Orbital Factory fills the view. Advance time until the piccy of the factory disappears, then go to the square where the self-destruct mechanism is located. Click on this square, activate and immediately de-activate the self destruct. You should now find you have your colony back and no less than IOS drones."
Alex Barley, Somewhere

LEGEND

Q Level eight of Fagranc is a veritable bummer. Laurence Brown of Luton had certainly got his knickers in an acute twist over it. Fortunately, unwrapping them seems simple.

A "Mix a Rune Master's spell as Missile, Paralyse, Surround, Paralyse, Missile, Paralyse and cast it on the tile displaying the Paralyse symbol."
Deprez Koen, Belgium

BART VS THE SPACE MUTANTS

Q Kieron Hughes of Southampton was looking particularly nonplussed whilst attempting to finish level one a couple of issues ago.

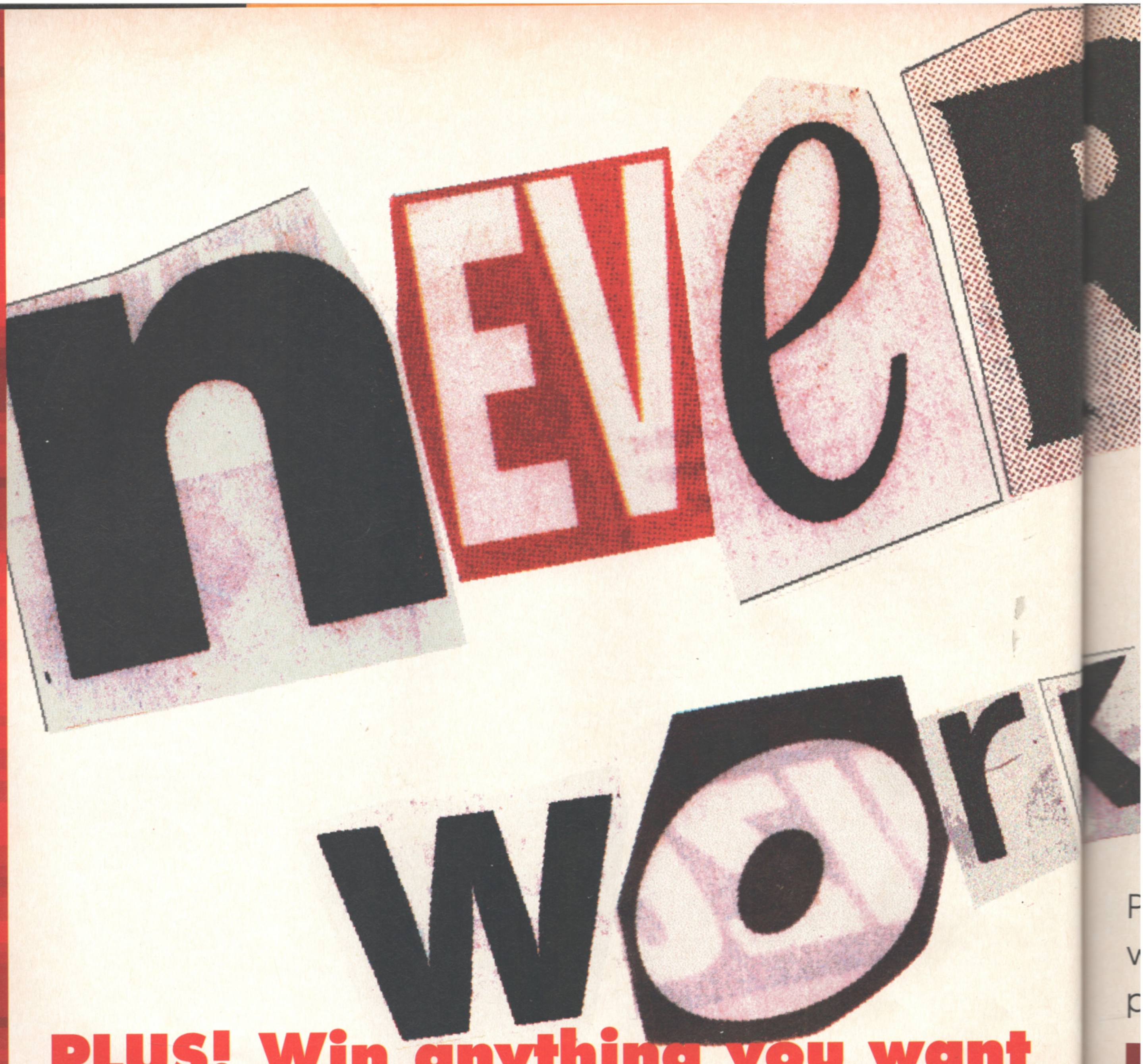
A "Stand just to the right of the retirement home, and fire a missile to the right to open the purple blind. Stand at the crack in the pavement at the middle of the sign and fire a missile to the left to open the other blind. Go left, spray the water fountain and jump over the alien. Go left and walk under the aliens when they are both in the air (once every three jumps). Go left again, jump up at the bush before the aliens and collect the coins. Jump over the aliens by taking a running jump before them, and collect the coin from the bush. Ignore the next bush along (it's festering with a wasps), hang a left to the next lot of aliens and wait about six or seven seconds before walking under them. Fire a missile at the bowling sign to turn it on, head left, spray water at the fountain and walk back to the old folks' home. Stand at the crack in the pavement before the first of the three aliens pass the door, and let rip with your last missile to the right." That should sort it.
Richard Donoghue, Hull

BAT 2

Q Some people always need pointing in the right direction. Such a man is Robert Penn of High Wycombe.

A "Make an appointment with the bank manager and go see him. Return to Sylvia in the the tourist sector, talk to her about the agenda, go to the north sector and find the Peristyle bar (not to be confused with the Peridon bar). Enter the cubicle at the back and purchase the memory tablet from the software dealer; this tablet will contain information regarding your next move, but you'll have to place it in BOB to read what it says.
Matt Graham, Taunton

More altruistic gestures, please.



PLUS! Win anything you want

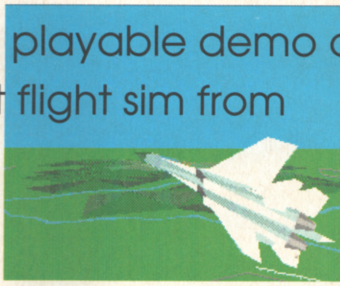
We've dispensed with the boring old competitions where you win what we want you to win. In *Amiga Format* 56, we're offering you the chance to win anything you like. Yep, if you can justify it to us well enough, and we're very easily convinced, we'll let you buy anything you want for your Amiga up to a value of £250.

Just think, bung in a few quid of your own and you could be the proud owner of a shiny new Amiga CD^{32}.

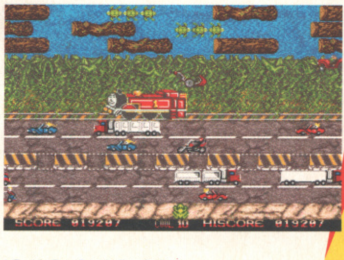
Why work when you can play games?

And if you want to know what games to play. Why not buy *Amiga Format*? It's better than any other Amiga magazine for a start.

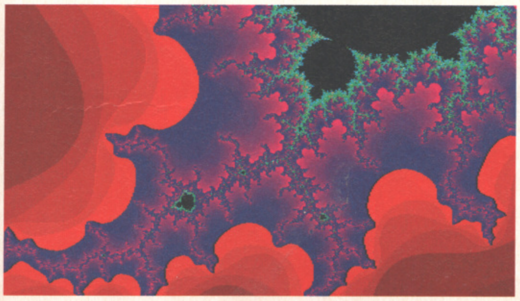
And this month it comes with a playable demo of *Tornado*, the hot new combat flight sim from Digital Integration.

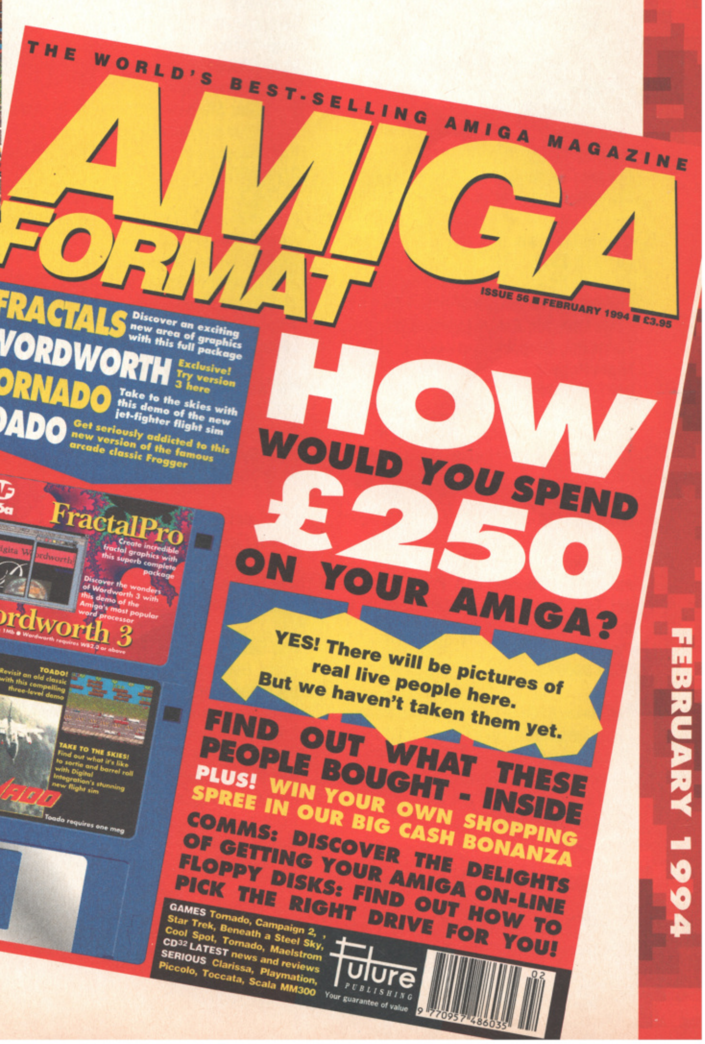


This month also has a great three-level demo of *Toado*, a frenetic new version of that ancient arcade fave – *Frogger*. It's more fun than we can say in mere words. So here's a picture.



Plus a complete program which will let you create pictures like this





THE WORLD'S BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

ISSUE 56 ■ FEBRUARY 1994 ■ £3.95

FRACTALS Discover an exciting new area of graphics with this full package

WORDWORTH Exclusive! Try version 3 here

TORNADO Take to the skies with this demo of the new jet-fighter flight sim

TOADO Get seriously addicted to this new version of the famous arcade classic Frogger

AF 56a

FractalPro Create incredible fractal graphics with this superb complete package

Discover the wonders of Wordworth 3 with this demo of the Amiga's most popular word processor

Wordworth 3

AF 56b

TOADO! Revisit an old classic with this compelling three-level demo

TAKE TO THE SKIES! Find out what it's like to sortie and barrel roll with Digital Integration's stunning new flight sim

TORNADO

Toado requires one meg

HOW WOULD YOU SPEND £250 ON YOUR AMIGA?

YES! There will be pictures of real live people here. But we haven't taken them yet.

FIND OUT WHAT THESE PEOPLE BOUGHT - INSIDE

PLUS! WIN YOUR OWN SHOPPING SPREE IN OUR BIG CASH BONANZA

COMMS: DISCOVER THE DELIGHTS OF GETTING YOUR AMIGA ON-LINE

FLOPPY DISKS: FIND OUT HOW TO PICK THE RIGHT DRIVE FOR YOU!

GAMES Tomado, Campaign 2, Star Trek, Beneath a Steel Sky, Cool Spot, Tornado, Maelstrom
CD32 LATEST news and reviews
SERIOUS Clarissa, Playmation, Piccolo, Toccata, Scala MM300

Future Publishing
Your guarantee of value

AMIGA FORMAT

MORE THAN JUST A MAGAZINE

AMIGA FORMAT

FEBRUARY 1994

the

The Secret Garden is where all your dreams come true. Enter through the mysterious doorway and gasp at the wondrous visions displayed before your eyes.

SOFTWARE

For Sale: Amiga Power issues 1-31 £2.75 each. Amiga Format issues 1-36 £2.00 each. Includes all disks and postage.
Ian Walker
0207 506 124

For Sale: *Monkey Island 2, KGB, Lure of the Temptress, Curse of Enchantia, Legend of Kyrandia* £12 each, or will swap for other adventures.
Lee Stonehewer
0706 842 515

For Sale: *Datastorm, Kid Gloves, Asterix, King's Quest 3, Pipemania, Rick Dangerous, The Simpsons, Zork 3, E-motion, RVF Honda, Dungeon Quest, Double Dragon 2* and *3, Trivial Pursuit, Captain Planet, James Bond, Terminator 2* and *Onslaught*. All originals, £5 each.
Dumbi Obiorah
081 318 3309

For Sale: Will listen to money offers for *Powermonger, Epic, Monkey Island 2, F29 Retaliator, Borodino* and *Mega Lo Mania*.
Nigel Pope
0637 878046

For Sale: *Epic, Putty, John Madden, Sim City, Five Nations Rugby* £8 each £35 the lot.
Chris Keitaley
0475 658736

For Sale: *Syndicate, Monkey Island 2* £15 each. *Powermonger* £10, *Alien Breed 92, M1 Tank Platoon, Heroquest* £5 each. £50 the lot.
Paul Suart
0533 386822

For Sale: *F1GP* £12, *Mega Lo Mania* and *First Samurai* £10 each, *Kick Off 2* £5, *Populous 2* £12, *Z-Out* £5, *Hunter* £9, *Powermonger* £9, *Sensible Soccer* £8. All boxed originals.
Stephen Wheatcroft
0773 830467

For Sale: All boxed and as new: *Batman, IK+, ESWAT, Metal Mutant, Seven Gates of Jambaca, Yolanda, Hyperforce, Caeser, Wreckers, James Pond, Toobin, Darkman, Exterminator, Battle Isle, Night Shift, Stack Up, Moonshine Racers* £2.50 each.
Kelly Tory
081 596 1016 after 6pm

For Sale: *Superfrog, Dynablaster* and *Robocop 3* £10 each.
Mark Turner
0703 767556

For Sale: *Flashback, Project X, Desert Strike, Zool, Body Blows, Superfrog, Lionheart, Putty, Rainbow Islands* £10 each or £70 the lot.
Sean Watson
0232 620001

For Sale: *Shadow of the Beast* £5 or swap for *Pinball Magic* or *Bubble Bobble*.
Paul Brassey
0704 231810

For Sale: *Mega Lo Mania, Putty, Monkey Island, Worlds of Legend, Crazy Cars 3, Blues Brothers, Titus the Fox, Sensi Soccer, Pinball Fantasies, Jaguar XJ220, Toki, Lotus*. Any sensible offers.
John Christopher
0702 76264

For Sale: *Zool* £12, *WWF2, Shadowlands* £15, *Dynablaster* £17 or will swap one of these for *Ishar A1200*.
Paul Syme
0842 764495

For Sale: *Syndicate* £20, *Lemmings* £5, *Street Fighter 2* £16, *F-19* £8, *Zool* £15. ALl for £60.
Joe Harkness
0272 446646

For Sale: *F-15 Strike Eagle 2, Macdonald Land, Back to the Future 2* and *Days of Thunder*. Reasonable offers or will swap.
Alan Fleetham
0900 815208

For Sale: *Streetfighter 2, Premier Manager, Graham Taylor*. All boxed £12 each.
Stuart Winter
0732 832756

For Sale: *Prince of Persia, Robocop 3, Super Space Invaders, Premiere, Chuck Rock, Lotus 2, Populous 2* and *Chart Attack Compilation* £10 to £15 each.
David Norton
0440 708312

For Sale: *Jaguar XJ220* £10, *Transarctica* £10, *Premiere* £10, *Rainbow Islands* £4.
Michael Seal
0250 874633

For Sale: Too many Amiga games to list, including *War in the Gulf, Populous 2, Assassin* and *Elite*. All boxed with instructions. Make me an offer!
Rod Grant
031 663 6377

HARDWARE

For Sale: Amiga 600; boxed as new, plus over £200 of games and utilities. £200 O.N.O.
Ian Dobbyn
071-732 6916

For sale: A500 1Mb, one joystick, two mice, over £150 games & free Action Replay Mk III - £250 O.N.O.
Dalbir Randhana
081-897 8023

For sale: A500, 1 meg, TV modulator, dust cover, mouse & mat, 20 boxed original games (including *DPaint III*) and A500 manuals. All for £298.
Chris Spratt
0372-378444

For sale: A500 +, 1Mb, Joystick, mouse, *Deluxe Paint III, Captain Planet, Lemmings, Bart vs the Space Mutants*, Workbench - £180 o.n.o.
Susan Busby
0703-781472

For sale: Gameboy & Handyboy, four games, *Super Mario Land, Super Tennis, Tetris, Pac Man*. Good condition. £75 o.n.o.
Chris Cowell
061-764 1618

For sale: Sega Game Gear (boxed) with mains adaptor, four games - *Sonic the Hedgehog, Shinobi, G-Loc, Super Monaco G.P.* £95.
Adam Henry
0268-710627

For sale: A500 1/2 meg, joystick, five games, mouse and mat, utilities, excellent condition £250.
Martin Geldout
0424-730 332

For sale: Brand new A600 with WWW pack plus *Zool, K.O.2*, Amos & Interword W.P. Only £155
Philip Andrews
0473-211376

For sale: One meg A500. Over £1000's worth of games. Locking box for games, plus two Cheetah Bugs. Fantastic buy. £350 O.N.O. secures.
Blair Templeton
06443-241

For sale: Amiga 500, 1Mb, two joysticks plus accessories, condition as new. Over £250 of software. Included in price - £275 o.n.o.
John Austen
0734-403038

For sale: A1200 plus two joysticks, mouse etc. four months old inc. nine original top games e.g. *Syndicate, Flashback, Zool, Gunship 2000* etc. etc. £395 o.n.o.
Chris Pierrot
0233-660633

For sale: Amiga 500 1Mb, two Bug joysticks. Mouse. Over £1000's worth of games. Excellent for Christmas. £320 o.n.o.
Blair Templeton
0560-320470

For sale: A600 with colour monitor, two joysticks and 24 games including *Sensible Soccer, Humans, Superfrog* and *Chuck Rock 2*. £300 o.n.o.
Steve Alexander
081-941 8397

For sale: A500 with 1meg, joysticks, mouse and loads of games. All boxed. Everything in good condition. £250.
Nick Emmett
0532-582141

For sale: Amiga 500+, *Pinball Dreams* and *Lemmings*. Joystick, mouse, power supply £99. Mostly boxed.
D. Freedman
081-952 2067

secret garden

WANTED

Wanted: *Fate - Gates of Dawn* with manual. Will pay up to £10.
J.D. Dewhurst
0706-227607

Wanted: *Historyline*. Will pay £15 for original boxed with instructions. £10 for original disk only.
James Lesworth
0726-851505

Wanted: *Warlords*. Will pay £10 for an original with instructions or £7.50 for original only.
James Lesworth
0726-851505

Wanted: *Bombjack* or *Mighty Bombjack*. Will pay up to £10 for an original (any condition).
Steven Sharkey
0768-899773

Wanted: I desperately require *Bak to Skool* for the Spectrum on 3.5 disk or cassette. Will pay any reasonable price. Please help.
Keir Turner
031-334 1861

Wanted: I am willing to pay £15 for *Dogfight*, boxed with instructions for A500+
Michael Plowman
0992-460266

Wanted: I will pay£5 each for *Voyager*, *Cavitas*, *Anarchy*, *Rainbow Islands*, *Hudson Hawk*, *Smash TV*, *Gem-X*, *Carrier Command*. Boxed originals only.
Martin Crossan
0786-817762

Wanted: *Desert Strike*, *Another World*, *Monkey Island 1&2*, *Beast 3*, *Zool*, *Nick Faldo's Golf*, *Darkseed*. Boxed originals only. Will pay £12 for each.
Enda Rorton
0502-34052

Wanted: Pools Predicter with instructions. Will pay up to £25.
James Lyons
041-956 4488

SWAPS

Swap: My *Monkey Island 2*, *Maniac Mansion* and *Fireforce* for *Indy Jones Graphic Adventure*, *Syndicate*, *Dogfight* or *Lure Of The Temptress*.
Anthony Caria
081 570 2852

Swap: My *Graeme Souness*, *Chase HQ*, *Beverly Hills Cop*, *World Cricket* or *Man Utd* for *Graham Gooch Cricket*, *Wings*, *Reach for the Skies* or *No Second Prize*. No pirates!
Michael Stokes
0685 874285

Swap: My *Body Blows* and *Lemmings 2* for *Flashback* or *Desert Strike*. Will also sell for £14 each.
Neil Clark
0851 870 460

Swap: My *Smash TV*, *Ghouls N Ghosts* or *Sensi Soccer* for *Star Wars*, *First Samurai* or *Striker*.
Malcolm Simpson
0292 283 930

Swap: My *Paper Boy 2* for *Pinball Fantasies* or *BC Kid*.
Wayne Howard
0268 680 154 after 6pm

PEN-PALS

Robert
16 Madison Ave
Cathcart
Glasgow
G44 5AQ
Pen pal wanted aged 16-17. My interests include football, computers and art. 100% reply.

Stephen
195 Ermin St
Stratton St Margaret
Swindon, Wilts
SN3 4NA
I own an Amiga and would to contact any computer enthusiasts on the continent.

Themis
73 Paramythias St - 131-23
Nea Liossia
Athens
Greece
18 year old Amiga freak and Pet Shop Boys fan seeks his international alter-egos for correspondence.

Charley
15 Holmbrook
Tyldesley
Manchester
M29 BXJ
12 year old seeks anyone around my age. I like RPGs, WWF Wrestling and astronomy, and own an A500+ so just start scribbling!

Dean
37 Hilldrop Rd
Tufnell Park
London
N7OJE
Pen pals wanted from anywhere aged 12-16. I'll reply to everyone, so get writing.

Joanne
16 Oakdene Rd
Ramsgate Kent
CT12 6DR
I'm 14 years old and will write to everyone, young or old. Write to me NOW.

Simon
457 Rotherham Rd
Barnsley, Athersley South
South Yorkshire
S71 1UX
I'm looking for a pen pal gamesplayer who likes games and reading and is about my age - 16.

Matthew
38 Landgate Rd
Handsworth
Birmingham
B21 8JH
I'm 13 years old, and like drawing, animating, making music, writing games and using Hyperbook. I've got an A500. 100% reply.

Andy
C/Ramon y Cajal, blq 5
Edf Lindamar, Portal 6:T
29640 Fuengirola (MA)
Spain
22 year old A600HD owner is looking for contacts and pen pals all around the globe.

Marc
30 Watson Rd
Dover, NH 03820
USA
I'm looking for serious Amiga users in England, Australia and New Zealand.

Graeme
4 Sparkey Cl
Witham
Essex
CM8 1QR
Hi, I'm 17 and would like Amiga contacts aged 14+ to swap games and write about things.

You can visit The Secret Garden for free – but no profit-making, public domain libraries, or any more Queen fans, please. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

THE SECRET GARDEN

Name ____________________

Address ____________________

____

Postcode ____________

Telephone Number ____________________

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

____

____

____

DIRECT

AMP02/YO, UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU
TEL: 0908 379550 SHOP PRICES MAY VARY. PLEASE ALLOW FOR CHEQUE CLEARANCE.

0908379550

BUY ANY 3 £5.99 GAMES FOR £15.00!!

4D Driving	£5.99
Amos Professional	£39.99
Aunt Arctic Adventure	£5.99
Body Blows	£16.99
Champions of Raj	£4.99
Civilisation	£19.99
Conflict Europe	£4.99
Continental Circus	£5.99
Curse of Enchantia	£12.99
Deluxe Music Cons Kit 2.0	£59.99
Doodle Bug	£10.99
Dream Team	£14.99
Epic	£14.99
Federation of Free Traders	£5.99
Flight of the Intruder	£9.99
Football Crazy	£12.99
Jaguar XJ220	£9.99
Kick Off 2	£5.99
Lemmings 2	£12.99
Lion Heart	£8.99
Mouse Mats	£2.00
Nigel Mansell's Grand Prix	£14.99
Paper Boy 2	£6.99
Predator 2	£5.99
Premier Manager	£9.99
Robocop 3	£14.99
Sim City/Populous	£14.99
Spellbook	35.99
Spritz Paint	£5.99
Things to do with Numbers	£5.99
Things to do with Words	£5.99
Thunderhawk	£9.99
Ultima 5	£9.99
WWF2 - Euro Rampage	£14.99
Zool (While Stocks Last) only	£9.99

BLANK DISKS

100% CERTIFIED
20..........£11
50..........£20

FULLY GUARANTEED
100..........£33
250..........£73

FOOTBALL CRAZY

KICK OFF 2/PLAYER MANAGER
FINAL WHISTLE
RRP ~~£14.99~~
DIRECT £9.99

PREMIER MANAGER 2

RRP ~~£21.99~~ DIRECT £14.99

ZOOL 2

RRP ~~£21.99~~
DIRECT £14.99

AMIGA PACK 1

JIMMY WHITE, NIGEL MANSELL, FEDERATION OF FREE TRADERS

RRP ~~£69.99~~
DIRECT £15.99

AMIGA PACK 2

ZOOL, THUNDERSTRIKE, CLOUD KINGDOM, COMBO RACER

RRP ~~£69.99~~
DIRECT £15.99

FRONTIER ELITE

RRP ~~£34.99~~
DIRECT £21.99

LEMMINGS 2

RRP ~~£19.99~~
DIRECT £12.99

ZYDEC EXTERNAL DRIVE
£49.99

PLEASE HURRY WHILE STOCKS LAST!!!

BLUES BROTHERS
£8.99

LEMMINGS 2
£12.99

A320 Air Bus	21.99
A320 APP Trainer	21.99
ADI English (11-12)	18.99
ADI English (12-13)	16.99
ADI English (13-14)	16.99
ADI Maths (11-12)	15.99
ADI Maths (12-13)	16.99
Adventurers	15.99
Agony	10.99
Air Bucks	17.99
Air Force Commander*	19.99
Air Support	16.99
Alfred Chicken*	16.99
Alien 3	16.99
Alien Breed 2	16.99
Alien Breed 2 1200	19.99
Alien Breed Special Edition 1 Meg	8.99
Allo Allo	15.99
Ambermoon*	19.99
Amos Easy (first steps to programming)	22.99
Another World (XI)	9.75
Ancient Art of War in the Skies	22.99
Apocalypse*	16.99
Aquatic Games	19.49
Archer Macleans Pool	17.99
Armour Geddon 2	19.49
Arsenal*	16.99
Arsenal Comp Game	16.99
Ashes	10.99
Ashes of the Empire	23.99
Assassin (1 Meg)	17.49
Assassin Special Edition	8.99
Atac*	21.99
Atomino	9.99
A-Train	23.99
Aquaventure	9.99
B17 Flying Fortress	22.99
Batman Returns*	16.99
Battletoads	16.99
Beneath Steel Sky	19.99
Benefactor	19.99
Benefactor 1200	19.99
Bill's Tomato Game	15.99
Blastar	16.99
Blob	16.99
Bob's Bad Day	16.99
Body Blows Galactic	16.99
Body Blows Galactic 1200	19.99
Brian the Lion	16.99
Brutal Sports Football 1200	16.99
Brutal Sports Football	16.99
Burning Rubber*	16.99
Burning Rubber 1200	16.99
Campaign 2	21.99
Castles (1 Meg)	19.49
Castles 2 (A1200)*	21.99
Cannon Fodder	19.99
Cartoon Racer	16.99
Celtic Legends	19.99
Championship Manager	12.99
Championship Manager 94	6.99
Chaos Engine	19.99
Chart Attack (Lotus Esprit, Ghouls N' Ghosts, James Bond, Venus The Fly Trap)	19.49
Christmas Lemmings	11.99
Chuck Rock 2	16.99
Civilisation A1200	22.99
Claws	16.99
Cool Kid	6.99
Cool World	14.99
Combat Air Patrol	19.99
Combat Classics 2	19.99
Cosmic Spacehead	16.99
Covert Action	16.99
Craft	16.99
Crazy Card 3	16.99
Creepers*	16.99
Cruise for a Corpse	9.75
Cybercon 3 (XL)	8.99
Cyberplunks	16.99
Cyberspace	21.99
C-ytron	18.49
Dark Queen of Krynn (1 Meg)	21.99
Darkseed	10.99
Death Knights of Krynn (1 Meg)	19.99
Defender of the Crown	4.99
Dennis	16.99
Dennis 1200	17.99
Desert Strike	18.99
Devious Designs	9.99
Diggers (A1200)*	19.99
Dinoworlds 1200	19.99
Disposable Hero	16.99
Dogfight	22.99
Donk	16.99
Dracula	19.99
Dreamlands	19.99
Dune 2	17.99
Dungeon Master & Chaos Strikes Back (1 Meg)	19.49
Dyna Blasters	19.99
Elfmania A1200	16.99
Elfmania A500	16.99
Elfmania A600	16.99
Elvira 2 - Jaws of Cerberus (1 Meg)	22.99
European Champs*	16.99
European Champs 1200	16.99
European Rampage	15.99
Excellent Games	21.99
Executioner	6.99
Exile	18.49
Eye of the Beholder (SSI) (1 Meg)	19.99
Eye of the Beholder 2 (1 Meg)	23.99
F1	16.99
F16 Strike Eagle 2 (1 Meg)	14.99
F117A Stealth	21.99
F19 Stealth Fighter	14.99
Fables & Friends - Legend of Kyrandia	19.99
Falcon Classic Collection	9.99
Fantastic Dizzy	16.99
Fantastic Worlds (Realms, Pirates, Mega-Lo-Mania, Populous, Wonderland)	22.99
Fatal Strokes	19.99
Final Conflict	6.99
Final Fight	16.99
Fire and Ice	16.99
Flashback	17.99
Floor 13	19.49
Formula 1 Grand Prix	23.99
Formula One Team Man	19.99
Fun School 2 (2-6)	7.99
Fun School 2 (6-8)	7.99
Fun School 2 (8+)	7.99
Fun School 3 (2-5)	16.99
Fun School 3 (5-7)	14.99
Fun School 3 (7+)	16.99
Fun School 4 (2-5)	16.99
Fun School 4 (5-7)	16.99
Fun School 4 (7+)	18.99
Games Machine	19.99
Gauntlet 2	7.99
Genesia	19.99
Goal	16.99
G. Gooch World Class Cricket	16.99
G. Gooch 2nd Innings	11.99
G2	16.99
Global Domination	21.99
Globdual	19.99
Goblins 3	21.99
Gulp	17.99
Gunship 2000	17.99
Gunship (XL)	8.99
Guy Spy	19.49
Hagar the Horrible	9.99
Hanna Barbera Animation	33.00
Harlequin	12.99
Heart of China (1 Meg)	22.99
Hired Guns*	21.99
Home Alone	16.99
Hook	15.99
Humans	17.99
Humans 2*	19.99
Indianapolis 500	8.99
Innocent	21.99
Intel Strategy Games	19.99
Interbase 2.0	33.00
Inter Spread	33.00
Inter World 2.0	33.00
International Rugby Challenge	17.49
International Soccer	6.99
Ishar - Legend of the Fortress	15.99
Jack the Ripper	28.99
Jaguar XJ220 (1 Meg)	9.99
James Pond	7.49
James Pond 2 - Robocod	18.99
John Maddens (UB) Football	16.99
Jurassic Park	16.99
Jurassic Park (A1200)	17.99
K240	16.99
KGB	19.99
Kick Off 2 (1 Meg)	8.99
Kick Off 2 Final Whistle	9.99
Kids Rule OK	9.75
Kingmaker	21.99
Kings Quest 6	25.99
Kind Words 3 Word Processor	29.99
Kit Vicious	16.99
Knightmare	19.99
Knights of the Sky (1 Meg)	32.99
Krustys Fun House	16.99
Lambourgini	16.99
Leander	10.99
Legacy of Sorasil	16.99
Lethal Weapon	18.99
Living Pinball*	19.99
Lord of Power	21.99
Lord of the Rings 2*	19.99
Lotus Trilogy	19.99
Lotus Turbo Challenge 2	11.99
Lotus 3 the Final Challenge	17.49
Maelstrom*	21.99
Magic Boy	16.99
Magicians Castle	19.99
Manchester United Premier Championship	19.99
Mario is Missing	19.99
Match of the Day	6.99
Mean Arenas	16.99
Merlin Maths	16.99
Mickey 123	12.75
Mickey ABC	12.75
Mickey Colour Shape	12.75
Mickey Jigsaw	12.75
Mickey Memory Challenge	12.75
Micro English (6 years to G.C.S.E and conforms to National Curriculum)	19.99
Micro Machines*	16.99
Microprose 3D Golf	19.99
Midwinter	15.99
Mini Office (Word Processor, Spreadsheet, Database and Disk Utilities programs)	38.99
Monkey Island (XL)	10.99
Monkey Islands 2	23.99
Monopoly*	19.99
Monster Pack 2 (Killing Game Show, Awesome Beast 2)	13.99
Morph (A1200)*	19.99
Mortal Kombat	T.B.A
Mr Nutz	16.99
Mr Nutz A1200	17.99
Mr Nutz A600	16.99
Nick Faldo Golf	18.99
Nigel Mansell's World Championship	19.49
Noddy's Big Adventure*	16.99
Obitus	9.99
One Step Beyond	12.99
Overdrive*	16.99
Paint N' Create (Educational Art Packages for Kids over 6 years)	18.99
Parasol Stars	15.99
Penhelion	19.99
PGA Tour Golf + Courses	19.49
PGA Tour Golf Course disk	11.49
Pinball Double Pack	21.99
Pinball Dreams (1 Meg)	16.49
Pools of Darkness	21.99
Populous & Sim City	16.99
Populous 2	18.49
Populous 2 (1 Meg)	19.49
Populous 2 + Data Disk	21.99
Populous 2 Challenge Data Disk	11.99
Power Hits*	19.99
Power Monger + WW1	9.75
Powermonger	19.49
Powermonger World War 1 Data Disk	11.49
Premier Division	6.99
Premier Manager 2	14.99
Premiere	15.49
Prime Mover	16.99
Prince of Persia (1 Meg)	9.99
Pro Tennis Tour 2	10.99
Project X (1 Meg)	18.99
Pushover	16.99
Puzzle Book 1	5.99
Puzzle Book 2	5.99
Railroad Tycoon (1 Meg)	19.99
Rampart	15.99
Reach for the Skies	19.99
Red Baron (1 Meg)	22.99
Risky Woods	18.99
Road Rash	19.49
Rome	19.49
Ryder Cup	16.99
Ryder Cup A1200	16.99
Sabre Team	15.99
Secret of Monkey Island (1 Meg)	18.99
Secret of Monkey Island 2	23.99
Secret of the Silver Blade (1 Meg)	19.99
Second Samurai	19.99
Sensible Soccer 92/93	10.99
Shadow of the Beast 3	19.49
Shadowlands	19.49
Shadow Worlds	15.99
Shuttle	19.99
Silent Service 2 (1 Meg)	22.99
Sim Ant	22.99
Sim City Terrain Editor	8.99
Sim Earth	21.99
Simpsons - Bart vs World	16.99
Sleepwalker	20.49
Soccer Kid	16.99
Space Adventure	21.99
Space Hulk	21.99
Space Legends	21.99
Special Forces	22.99
Spelling Fair (7-13 yrs)	18.99
Spot Top Ten	19.99
Spritz	6.99
Star Trek 25th Anniversary*	21.99
Stardust	10.99
Street Fighter 2	18.49
Strike Squad	21.99
Striker	18.99
Suburban Commando	15.99
Super League Manager	16.99
Super Space Invaders	18.99
Syndicate	21.99
Team Yankee	17.99
Terminator 2	18.99
Terminator 2 Coin Op	19.99
T.F.X	22.99
T.F.X (A1200)	21.99
Theatre of Death	18.99
Titus The Fox	9.49
Total Carnage	17.99
Turrican 3 A1200	16.99
Turrican 3 A500	16.99
Turrican 3 A600	16.99
Twilight 2000*	21.99
Twilight 2000 (A1200)	21.99
Ultimate Pinball	19.99
UMS Compilation	28.99
Uridium 2	16.99
Utopia New Worlds Data Disk	11.49
Vikings - Field of Conquest	16.99
Vroom	15.99
Vroom Data Disk	12.49
Walker	19.49
War In the Gulf	21.99
Wiz Kid	18.99
Wiz N Liz	19.99
Wolfchild	11.99
Wonderdog	16.99
WWF Wrestling	14.99
WWF Wrestling 2	15.99
Yo Joe*	16.99
Zool (1 Meg)	15.99
Zool 2	14.99
Zool 2 1200	16.99

**PRODUCTS MARKED* MAY NOT BE AVAILABLE AT TIME OF GOING TO PRINT, BUT WILL BE SENT ON DAY OF RELEASE. PLEASE CALL FOR DETAILS
(SHOP PRICES MAY VARY)
E & OE**

Amiga Power Feb 94

NAME..ADDRESS..
....POSTCODE...TELEPHONE..................................
ITEM.. ☐
ITEM.. ☐
ITEM.. ☐
ITEM.. ☐
ALL PRICES INC VAT
TOTAL.. £

CREDIT CARD NO: ☐
CARD EXPIRY NUMBER: ....
SIGNATURE..

DIRECT SOFTWARE LTD, (DEPT AMP02/YO), UNIT 3,
CROSS KEYS SHOPPING MALL, ST NEOTS,
CAMBRIDGESHIRE PE19 2AU TEL: 0908 379550

Access

DIRECT SOFTWARE LTD, AMP02/YO, UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU TEL: 0908 379550

0
9
0
8
LEMMINGS 2 £12.99
3
7
9
5
5
0

Without all that tedious mucking about with plastic surgery, too. Win this compo and we'll supply you with a tiny, CD-sized facsimile of an entire body to fly around in, in the form of Psygnosis' new state-of-the-art graphics show-off, *Microcosm*. And of course, there'd be no point in giving you a CD without something to play it on, so we've persuaded Psygnosis to chuck in a CD32 console as well!

WIN! A NEW BODY!

AMIGA CD 32™
JVC
32bit
AMIGA CD32
Commodore
AMIGA CD32
RESET

THE FIRST PRIZE

A CD32 and a copy of *Microcosm*

THE RUNNERS-UP PRIZES

10 copies of *Second Samurai*, the 90%-scoring platformer reviewed issue 33.

THE QUESTIONS

1 When did we first do a feature on *Microcosm* in AMIGA POWER?

2 Will you believe that it's actually finished and in the shops until you see it with your own eyes?

3 Which top glamorous actress starred in the *Microcosm*-like movie Fantastic Voyage?

THE ADDRESS

Entries on a postcard or stuck-down envelope, please, to I'll never forget Faye Dunaway Competition, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2DL.

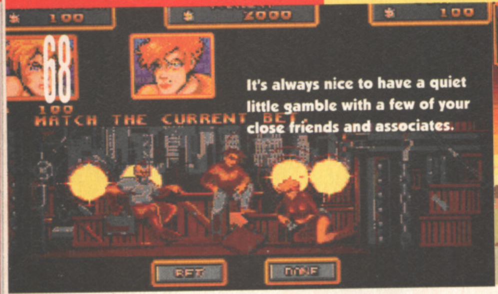
THE RULES

1. Employees of Future Publishing, Psygnosis or Commodore can just get lost.

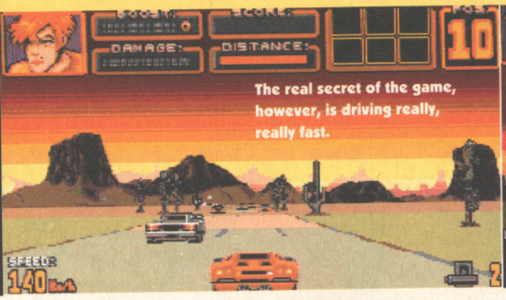
2. As can anybody who can't be bothered to get their entry to us before the 14th of February (we're romantic like that), or sends more than one.

3. If you win the CD32, you have to let us come round and have a go on it sometimes, since Commodore still won't send us one.

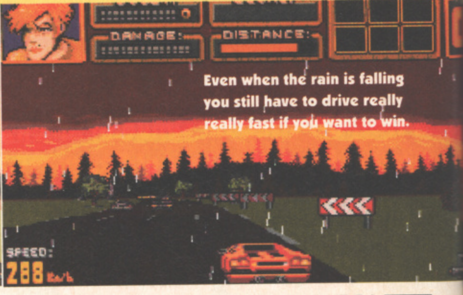
4. If you send us an entry on a postcard that's *inside a sealed envelope*, we'll come round to your house and break your legs.



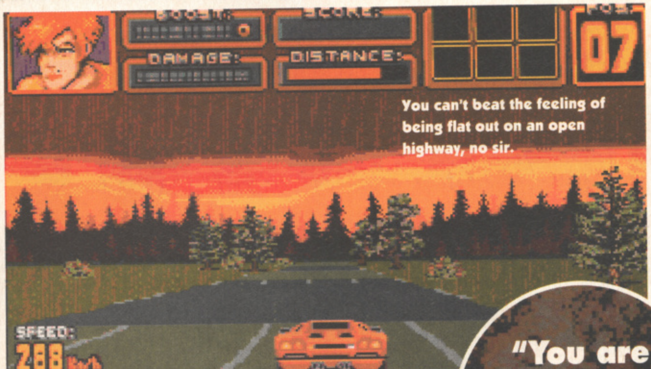
It's always nice to have a quiet little gamble with a few of your close friends and associates.



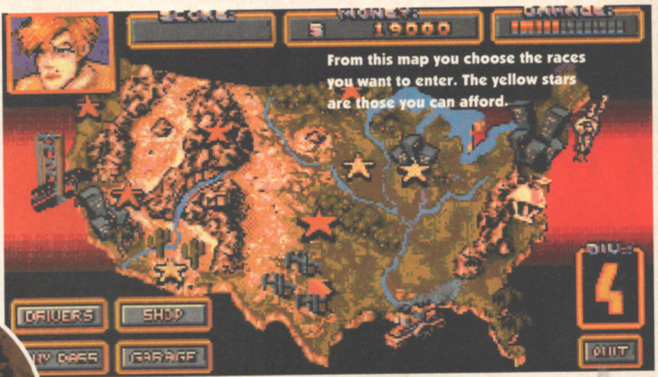
The real secret of the game, however, is driving really, really fast.



Even when the rain is falling you still have to drive really really fast if you want to win.



You can't beat the feeling of being flat out on an open highway, no sir.



From this map you choose the races you want to enter. The yellow stars are those you can afford.

LAMBORGHINI AMERICAN CHALLENGE

Been driving all night, my hand's wet on the wheel...

GAME: Lamborghini American Challenge
PUBLISHER: Titus
AUTHORS: In house
PRICE: £25
RELEASE: End of January

Well it's *Crazy Cars III* with a lamborghini and there's a whole level of it on the cover disk so what do you expect me to say? Review it yourself. Yes, you.

Still here? Look, it's got a really good two player option, but you know that don't you? You've just been playing it with Sam from next door for the last two hours.

Alright, maybe there are things you can't tell from the demo. The game's got 15 different circuits spread all over the USA with a variety of weather conditions from rain to snow. The racing system is like *Crazy Cars III* with local boys and big names competing in each race. There's the bit at the beginning where you can bet with any other big names in the race on a winner takes all basis.

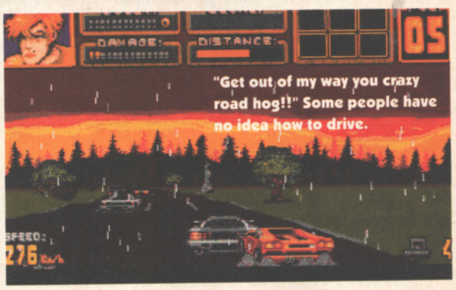
There's lots of bits to buy for your car to soup it up; new tyres are essential for wet and snowy conditions, a tune up makes you go faster as does a five speed gearbox and a turbocharger. One of the most useful bits of equipment though has to be the radar detector. This little beauty will flash up when the cops are using a radar gun on you. Although relatively powerless when it comes to forcing you to stop, the two police cars that give chase are a great nuisance and have caused many a dream of victory to be rudely shattered.

Oh yeah, and if, over a season, you are successful enough you can enter the divisional championships. Instead of a race this is a time trial. Stuck behind a convoy of lorries and with other lorries coming in the opposite direction you have to try and complete the course by weaving between them. It's not easy either.

The best bit of the game has to be that you are not just taking part in one race, but a series. All have different conditions, different opponents and different outcomes, but all count towards your grand goal of qualifying for the next division. You are motivated to perform well every time so that you can afford the entry fees for bigger and harder races. Get your motor running. Head out on the highway. Search for adventure and whatever comes your way. That's my advice.

● ***STEVE FARAGHER***

> "You are motivated to perform well every time."



"Get out of my way you crazy road hog!!" Some people have no idea how to drive.

UPPERS It's Pedal-to-the-metaltastic with fast and furious action, nice backgrounds and a semblance of plot that keeps you wanting to play it long after you've put others away.

DOWNERS It's *Crazy Cars III* really. Also it's a bit slow in two player mode.

THE BOTTOM LINE

A great racing game to own. One that will keep you coming back for another bash at the division championship.

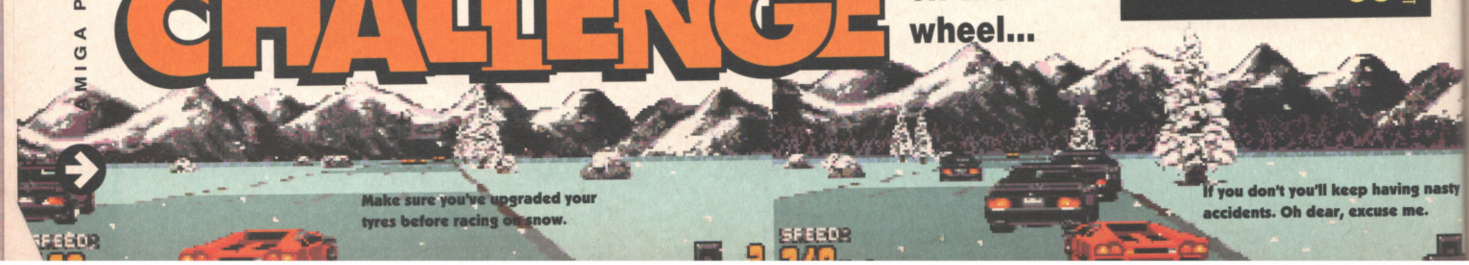
74 PERCENT

THE BOTTOM LINE

A1200

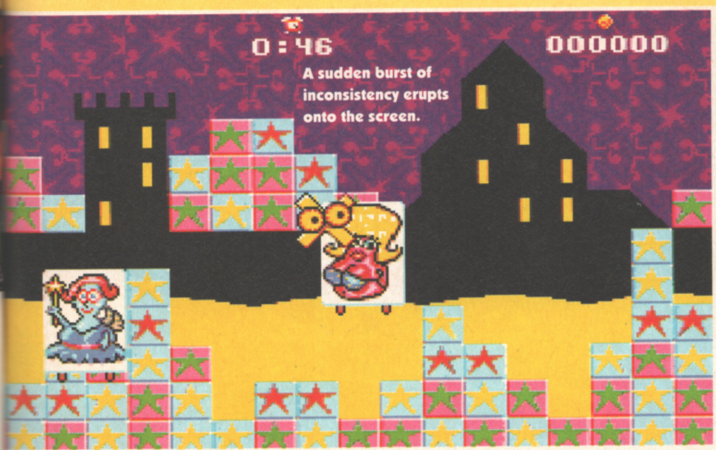
This game was designed for the A1200. The game barely slows down in 2 player mode, the graphics are greatly improved and the handling of the car is much more challenging.

80 PERCENT



Make sure you've upgraded your tyres before racing on snow.

If you don't you'll keep having nasty accidents. Oh dear, excuse me.



A sudden burst of inconsistency erupts onto the screen.

LIFE'S ALWAYS BETTER

It isn't hard, it is crappy read the paper little Snappy

These things here count as money. No it's not funny.

F stop 8. ASA 200 1/125 sec. Oh just collect them.

Treasure chests lie buried on the surface.

I don't think. I don't think in this game. Hurrah.

Restart point. Don't ever start ever more like.

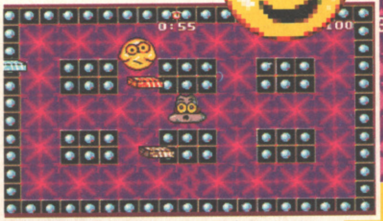
This is money. £100 worth to be exact. I think

This is more money. Round about 5 times.

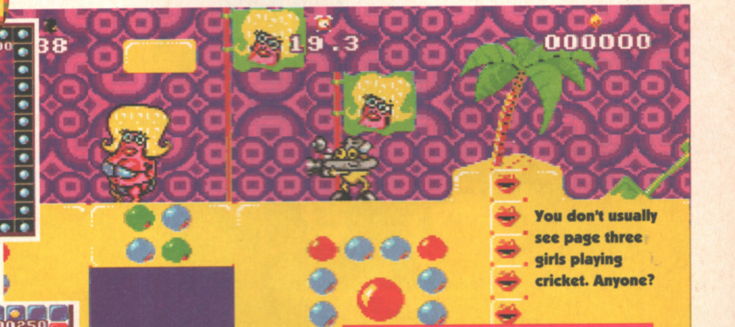
Snapperazzi: only in your super, soaraway £3.95 AMIGA POWER this month.

SNAPPERAZZI

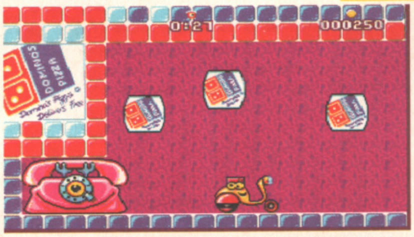
Game: Snapperazzi
Publisher: Alternative
Authors: Terry Mancey, Dave Owens
Price: £19.99
Release: Out now



This one looks as if it came out in 1981. But it's older than that. It came out in 1993.



You don't usually see page three girls playing cricket. Anyone?



This is one of the fourteen sub-games. We think in this case that the sub stands for sub-standard.

Snapperazzi?. Crapperazzi more like. But hey, don't take our word for it, here's what your 20p Sun's got to say; "The game is packed with new ideas and an immense variety of gameplay". Cor blimey, stone the crows etc. But that's not all, guvnor, not by a long chalk. The flagship of Rupert Murdoch's publishing empire further expounds, "Most games have classy 3D characters on the box which look nothing like the actual sprite. But Snapperazzi looks exactly the same in the game as he does on the box. You get what you see!"

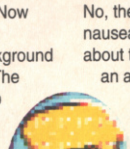
So you know what to do. Stop reading the review now. Take your 20p Sun's advice, go down the shops, take a look at the box and run away, run away.

Sure, the game is packed with ideas, but they aren't particularly new and the gameplay is labouring under the weight of incompetence. There are plenty of platformers out there which don't have as many things to do in them, but still seem a lot more fun to play.

SUN-TASTIC

One thing's for sure. The graphics have a distinctly unpolished look to them. Now that doesn't really make much of a difference in our book, but the background graphics need some explanation. The Sun implied (as did the people who came to the office to promote the game) that the backgrounds were something special, something they had been told would slow the game down, something that hadn't been done before, something *Snapperazzi* had managed to master only, something unique.

I can let them into a little secret. There's nothing particularly new about colour cycling. If they want to see it put to effective, big boy's use, then I suggest that they take a look at the tunnels in *Stardust*. Now that is impressive, make no mistake. No, the backgrounds in Snapperazzi are nauseatingly headache-inducing. After about ten minutes I felt sorely in need of an anti-emetic and an aspirin.



And what about the actual game? The basic play concerns the snapping of celebrities and the collection of money and film. Once you've snapped the celebs, you have to go underground and collect either pizza pieces or Fizzy Chewits (you'd never guess who the sponsors are). From there, it's into space in a flying saucer that you'll have managed to build up from the assorted pieces.

I suppose this could have been fun but there are too many important niggly things that get in the way. Up to jump (never good) is made worse by the need for pixel-perfect platform placement. There is nothing more annoying in a game than having nearly reached the top of a series of platforms only to get your positioning slightly wrong and end up at the bottom again; this happens lots with *Snapperazzi* The game doesn't recognise a second disk drive either. Obviously.

Snappi has the feel of a rush job, with the emphasis on 'rush' not 'job'.

● ***STEVE MCGILL***

UPPERS Good sound. I've got to confess, the sound is nice and cartoony. The music, on the other hand, starts to grate a bit.

DOWNERS Where do I start? Technically it's awful. Those colour cycling backgrounds, yeuch. The control system sucks. The pixel perfection required in certain parts is completely maddening.

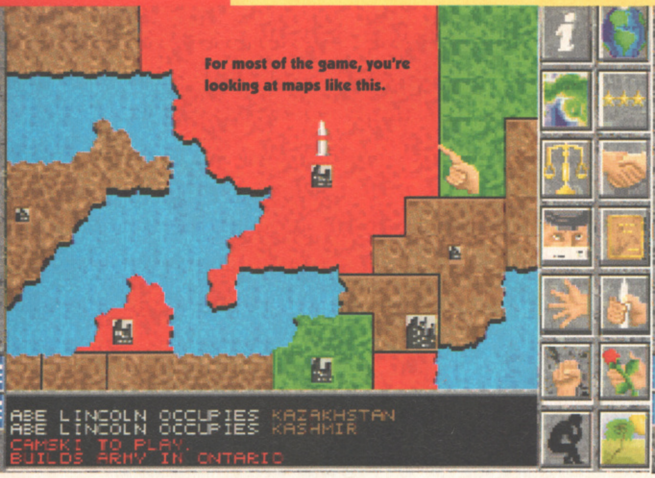
THE BOTTOM LINE

20 quid is far too much money to ask for this. If it was released on budget, it would still be far too expensive, but at least it wouldn't create such a big hole in your pocket.

36 PERCENT

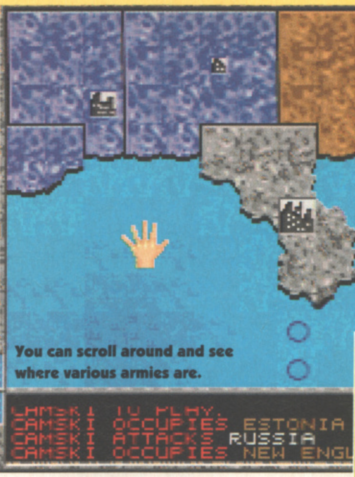
THE BOTTOM LINE

A1200 I love my A1200, and somehow I felt it had been blighted having to play this game on it. No doubt it'll recover. (It loses its ability to remember things when you switch it off, thank heavens).



For most of the game, you're looking at maps like this.

```
ABE LINCOLN OCCUPIES KAZAKHSTAN
ABE LINCOLN OCCUPIES KASHMIR
CAMESKI TO PLAY.
BUILDS ARMY IN ONTARIO
```

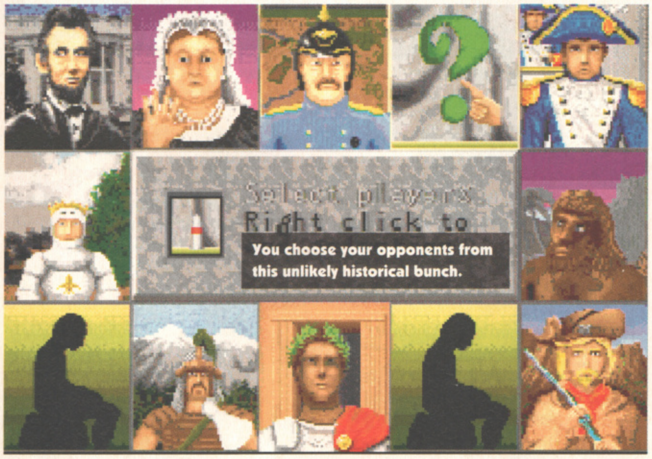


You can scroll around and see where various armies are.

```
CAMESKI TO PLAY.
CAMESKI OCCUPIES ESTONIA
CAMESKI ATTACKS RUSSIA
CAMESKI OCCUPIES NEW ENGL
```

Less of a popular pastime than it once was.

GLOBAL DOMINATION



You choose your opponents from this unlikely historical bunch.

Game: Global Domination
Publisher: Impressions
Author: David Lester, Simon Bradbury, Chris Denman
Price: £34.99
Release: Out Now

Have you ever played the boardgame Risk? It's by far one of the best ways ever devised by mankind of losing friends and having your dad make you do the washing up for the next decade. Basically, each player sets out to take over the entire world and kill everyone else. The more countries you get, the more revenue you get to build bigger and better armies, which are all represented by little pieces. Now, the last time I played it (and won, natch) the set had plastic columns, but Stuart's just bought a brand spanking new version which has soldiers, cannons and cavalry to represent one, five and ten armies each, which sounds ever so cute. So anyway, that's Risk – fighting, invading and army building.

Curiously enough, the same description fits *Global Domination*, which in it's simplest form is pretty much identical to Risk. This isn't at all a bad thing, as Risk's a great game, and this also has the advantage of having computer players which you can use to fill up any shortfalls of real players. It's all a bit more realistic though, so the countries are split along modern political lines, with the larger countries split up into provinces or states. The movement and deployment's a bit more involved too. You can only place armies in countries belonging to you, but once they're positioned, it's simple to invade the many neutral countries that initially litter the board. The limiting factor to your expansionist plans is the number of points you get, which is related to the number of countries you own. At the start, you obviously use them all to produce armies, but once you need to move them around, you've got to use some on transport and even more for sea transport. As you can imagine, starting out with Australia's a bit of a pain, because after a few moves, you've got to burn up valuable points lugging them over the sea.

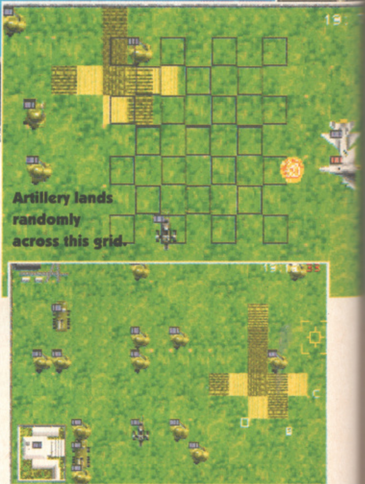
It's a clever system, as it means that moving larger armies takes more forethought than smaller ones, making smaller units better for fast attacks. Once you've got this sorted out, you can move onto the more advanced, and less Risk-like rules, which include factors like unrest, pacts with various enemies and even special forces who can be sent into other countries to try and destabilise them. Good idea, that one.

HEART BREAKER

Everything's controlled with a mouse, on a turn system with each round representing a month. There's also a skirmish system, which places you in control of tanks, planes and infantry and allows you to fight out little wars. It's sort of like a PD version of *Dune 2*, and is only really good for the occasional novelty play.

It's a system that works well, but also one that lacks any real appeal. Games last a couple of hours minimum, and after a few goes, I really couldn't be that bothered if I was winning or not. Okay, I might have another go some time, but that's only because I got sent it. Would I fork out almost 35 quid for it? No.

● ***CAM WINSTANLEY***



Artillery lands randomly across this grid.

The skirmish section interrupts the game and you quickly get bored of it.

UPPERS Easy to get into, with enough tactical and game advancements to let die-hard strategy gamers stretch their legs. You can actually play against real people as well, which is always a fun option.

DOWNERS Way too expensive, and the skirmish section's a bit pointless. The pace is always slow and often stationary, so it's easy to get bored and drift away.

THE BOTTOM LINE

Even with war sound effects and the skirmish section, *Global Domination* still feels and plays like a boardgame. It's a lot better if you play it with your mates, but even then there are long, dull bits. Maybe one for Risk fans only. Rich Risk fans.

67 PERCENT

THE BOTTOM LINE

A1200 There's an enhanced version on the same disks, which plays pretty much the same. Still, it's good of them to release the two versions together, don't you think?

AMIGA NEW! AMIGA 1200 PACKS AMIGA CD³² CONSOLE

FROM SILICA - THE UK's No1 AMIGA SPECIALISTS

FREE! FROM SILICA

From December 1st 1993, when you buy your Amiga from Silica, at our advertised prices, we will give you one or more FREE GIFTS. The gifts include the new Chaos Pack, GFA Basic and Photon Paint II a total value of over £265. Check the panels on this ad to see which gifts come with each Amiga from Silica. CHAOS is the software pack of the year and is an Amiga Format Gold winner. It includes Chaos Engine, Nick Faldo's Championship Golf, Syndicate and Pinball Fantasies. ALL FOUR titles have been rated over 90% and won the coveted *AMIGA FORMAT GOLD AWARD!*

CHAOS ENGINE	£25.99
SYNDICATE	£34.99
PINBALL FANTASIES	£29.99
NICK FALDO'S CHAMPIONSHIP GOLF	£34.99
CHAOS PACK:	£125.96
GFA BASIC v3.5 - Powerful Basic Programming Language	£50.00
PHOTON PAINT II - Powerful Graphics Painting Package	£89.95
TOTAL VALUE:	**£265.91**

WORTH OVER £265

AMIGA 600
LEMMINGS PACK

2Mb VERSION +£30 RAM 0565

FREE CHAOS! PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600,	£199.99
BUILT-IN 1Mb DRIVE	–
BUILT-IN TV MODULATOR	–
DELUXE PAINT III	£79.99
LEMMINGS	£25.99
FREE FROM SILICA (See Top Left)	£125.96
TOTAL PACK VALUE:	£431.93
LESS PACK SAVING:	£242.93
SILICA PRICE:	£189.00

1Mb RAM – PREVIOUSLY ~~£299~~ **£189** INC VAT - AMC 0666

2Mb RAM – PREVIOUSLY ~~£329~~ **£219** INC VAT - AMC 0666 + RAM 0565

AMIGA 600
WILD, WEIRD & WICKED

2Mb VERSION +£30 RAM 0565

FREE CHAOS! PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600,	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
DELUXE PAINT III	£79.99
MICROPROSE GRAND PRIX	£34.99
SILLY PUTTY	£25.99
PUSH OVER	£25.99
FREE FROM SILICA (See Top Left)	£125.96
TOTAL PACK VALUE:	£492.91
LESS PACK SAVING:	£293.91
SILICA PRICE:	£199.00

1Mb RAM – PREVIOUSLY ~~£299~~ **£199** INC VAT - AMC 0649

2Mb RAM – PREVIOUSLY ~~£329~~ **£229** INC VAT - AMC 0649 + RAM 0565

AMIGA 600HD
EPIC + HARD DRIVE

INCLUDES HARD DRIVE
2Mb VERSION +£30 RAM 0565

FREE CHAOS! PACK PLUS! GFA & PHOTON

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
64Mb HARD DISK	£179.00
EPIC - A SCI-FI ADVENTURE	£29.99
ROME - ROLE PLAYING ADVENTURE	£25.99
MYTH - STOP THE SPREAD OF EVIL	£19.99
TRIVIAL PURSUIT - POPULAR QUIZ	£29.99
FREE FROM SILICA (See Top Left)	£265.91
PACK VALUE:	£750.86
PACK SAVING:	£401.86
SILICA PRICE:	£349.00

2Mb VERSION +£30 RAM 0565

1Mb RAM 64Mb HD – **£349** INC VAT - AMC 0964

1Mb RAM 85Mb HD – **£399** INC VAT - AMC 0985

AMIGA CD³² CONSOLE
32-BIT CD-ROM

NEW!

INCLUDES OSCAR & DIGGERS CD TITLES

PLUS! LEMMINGS CD FREE FROM SILICA

FREE DELIVERY

TECHNICALLY SUPERIOR

AMIGA v SEGA	CD³²	MEGA CD
Central Processor	68020EC	68000
Power	32-bit	16-bit
Speed	14MHz	12.5MHz
Standard RAM	2048K	128K
Colour Palette	16.8 million	512
Max Colours On-Screen	256,000	64
Full-Screen Video CD	Optional	No
Dual-Speed CD Drive	Yes	No
4 Voice Stereo Sound	Yes	Yes
Multi-Session	Yes	No
S-VHS Output	Yes	No
Maximum Resolution	840 x 640	300 x 200
CD Titles From	£19.95	£39.99
Price:	£289	£379.98*

*The Mega CD (£269) will only work when plugged into the Mega Drive (£129), therefore the price shown is the total combined price of both models. The Amiga CD32, however, is a standalone system which works without additional units.

- 32-BIT POWER
  The world's first CD-ROM console to use 32-bit technology, 4 x faster than a 68000 CPU
- CD QUALITY STEREO SOUND
- 16.8 MILLION COLOUR PALETTE
- 256K MAX COLOURS ON-SCREEN
- GAMES FROM BELOW £20
- PLUGS INTO A TV OR MONITOR
- PLAYS MUSIC CDs
- DUAL SPEED
  Transfers data almost twice as fast as ordinary CD-ROM drives
- MULTI-SESSION
  Recognises ALL data on CDs, even if the information was added after initial pressing
- FULL SCREEN VIDEO-CD 11/93
  Via an optional extra module which allows you to watch films on the CD32 - compatible with the latest Video-CD standard, endorsed by JVC, Matsushita, Philips and Sony
- 2Mb RAM
- 11 BUTTON CONTROL PAD
- 2 FREE CD TITLES
  - OSCAR
  - DIGGERS
  PLUS FREE FROM SILICA LEMMINGS CD WORTH £9.99
- COMPATIBLE WITH 26 CDTV TITLES

OVER 45 TITLES EXPECTED BEFORE CHRISTMAS '93

Amiga CD32 + 3 FREE CD TITLES – **£289** INC VAT - CCD 3200

AMIGA 1200 PACKS + HARD DRIVE OPTIONS

RACE 'N' CHASE

AS STANDARD 2Mb RAM BUILT-IN

FREE CHAOS! PACK *PLUS!* GFA BASIC NEW!

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Trolls AGA
- Nigel Mansell's World Championship AGA
- + *FREE FROM SILICA* (See Top Left)

RACE 'N' CHASE

RAM	HD	Price	Ref
2Mb	0Mb	£299	INC VAT - AMC 1224
2Mb	64Mb 19ms	£449	INC VAT - AMC 1464
2Mb	85Mb 16ms	£499	INC VAT - AMC 1485
2Mb	127Mb 16ms	£529	INC VAT - AMC 1527
2Mb	209Mb 12ms	£599	INC VAT - AMC 1609

DESKTOP DYNAMITE

AS STANDARD 2Mb RAM BUILT-IN

FREE CHAOS! PACK *PLUS!* GFA BASIC NEW!

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Dennis
- Oscar
- Deluxe Paint IV AGA
- Wordworth V2
- Wordworth Print Manager
- + *FREE FROM SILICA* (See Top Left)

DESKTOP DYNAMITE

RAM	HD	Price	Ref
2Mb	0Mb	£349	INC VAT - AMC 1749
2Mb	64Mb 19ms	£499	INC VAT - AMC 1765
2Mb	85Mb 16ms	£549	INC VAT - AMC 1786
2Mb	127Mb 16ms	£579	INC VAT - AMC 1828
2Mb	209Mb 12ms	£649	INC VAT - AMC 1910

AMIGA 1200 SPECIFICATIONS
- 68020EC Processor - 14.19MHz Clock Speed
- 32-bit Architecture/2Mb Chip RAM
- Amiga DOS v3.0/Built-in TV Modulator
- AA Chip Set/16.8 Million Colours
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot
- 96 Key Keyboard with Numeric Keypad
- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

HARD DRIVE OPTIONS
- Approved 2.5" Hard Drives
- Fitted correctly below metal safety shield - does not invalidate warranty
- Covered by Commodore's Official 1 Year On-Site Warranty
- Look for Special 'Official Upgrade' sticker

AMIGA 1500
HOME ACCOUNTS

FREE PC BRIDGE BOARD WORTH £100

SAVE £300!
MONITOR - OPTIONAL EXTRA

FREE CHAOS! PACK *PLUS!* GFA & PHOTON

FULLY EXPANDABLE

FREE DELIVERY

1 YEAR RETURN TO SILICA WARRANTY

PACK INCLUDES:

1Mb AMIGA 1500	£699.99
2 x 3½" BUILT-IN 1Mb FLOPPY DRIVES	–
EXPANSION SLOTS	–
PC COMPATIBILITY	–
VIDEO SLOT For enhanced graphics	–
PC-XT BRIDGEBOARD SUPPLIED	£100.00
PLATINUM WORKS SOFTWARE Word processor, database, spreadsheet	£169.95
PUZZNIC	£24.99
TOKI	£24.99
ELF	£24.99
HOME ACCOUNTS	£29.99
DELUXE PAINT III	£79.99
FREE FROM SILICA (See Top Left)	£265.91
TOTAL PACK VALUE:	£1420.80
LESS PACK SAVING:	£1021.80
SILICA PRICE:	£399.00

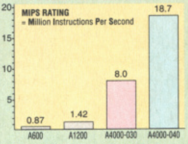
1Mb RAM – RRP ~~£699.99~~ **£399** INC VAT - AMB 1500

AMIGA 4000
SPECIFICATIONS

FREE CHAOS! PACK
MONITOR OPTIONAL EXTRA

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY



The A4000 runs at up to **21 times** the speed of the A600.

GRAPHICS :
- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 800x600

OPEN ARCHITECTURE:
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER :
- 1.76Mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000
CONFIGURATIONS

The Amiga 4000 '030' and '040' are available in several RAM/Hard Drive options from Silica (please see below). All are fully configured and approved and carry Commodore's full one year on-site warranty.
RAM upgrades are also available from Silica. Due to current fluctuations in the market, please call for upgrade prices.

25MHz 68030EC

RAM	HD	Price	Ref
2Mb	80Mb 19ms	£899	INC VAT - AMB 3028
2Mb	130Mb 16ms	£949	INC VAT - AMB 3110
4Mb	80Mb 16ms	£999	INC VAT - AMB 3080
4Mb	130Mb 12ms	£1049	INC VAT - AMB 3120
4Mb	214Mb 10.5ms	£1149	INC VAT - AMB 3214
4Mb	340Mb 12ms	£1249	INC VAT - AMB 3340
4Mb	540Mb 12ms	£1499	INC VAT - AMB 3540

25MHz 68040

RAM	HD	Price	Ref
6Mb	130Mb 16ms	£1899	INC VAT - AMB 4120
6Mb	214Mb 16ms	£1999	INC VAT - AMB 4214
6Mb	340Mb 12ms	£2149	INC VAT - AMB 4340
6Mb	525Mb 10.5ms	£2399	INC VAT - AMB 4540

RAM UPGRADES CALL FOR PRICES

CDTV ADD-ON
FOR A500 or A500PLUS

FREE DELIVERY
FREE SOFTWARE SEE BELOW

A570 UPGRADE

FREE FROM SILICA:
- **Hutchinsons Encyclopedia CD** RRP £29.99
  A fascinating and unique reference tool comprising the complete Hutchinsons Encyclopedia.
- **CDPD - 600 Public Domain Titles** RRP £19.99
  Over 600Mb of Public Domain software and shareware. Includes word processors, data bases and spreadsheets etc., games and utilities.

WORTH OVER £49

This Compact Disc-playing add-on simply clips to the side expansion port of your Amiga 500 and is immediately ready to deliver its power.
- Enables your Amiga 500 to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD + G and CD + MIDI formats
- Compatible with ISO9660 standard
- Some old A500s need modification - call for details

WINNER OF THE AMIGA GOLD AWARD 91%

NEW LOW PRICE CDTV – RRP ~~£349.99~~ **£99** INC VAT - CCD 0570

CDTV SOFTWARE

Ref: CSL 4281

LEMMINGS
These suicidal critters aren't about to take up sunbathing, take on the ingeniously designed puzzles to ensure they survive to tell their descendants the tale.
£9.99 INC VAT

Ref: CSS 4921

SIM CITY
As the mayor of Sim City you take control of the police, fire and transport departments. You must challenge crime, survive dreadful weather and aircraft disasters.
£9.99 INC VAT

Ref: CSS 8971

SUPER GAMES PACK
This ultra high action compilation is sure to raise your adrenalin level. Includes Jailbreak, Byteman, Deathbolt and Lunar Rescue.
£9.99 INC VAT

FOR OUR COMPLETE RANGE OF CDTV TITLES PLEASE CALL OUR MAIL ORDER HOTLINE OR VISIT ONE OF OUR SHOWROOMS LISTED BELOW.

APPROVED

Silica are a fully authorised Amiga dealer. We can upgrade Amiga 600 or 1200's with hard drives, for new or existing owners, without affecting Commodore's official on site warranty. We offer other upgrades and repair service for A500 and A500PLUS computers.

UPGRADES & REPAIRS
- *Latest test equipment*
- *20 trained technicians*
- *1,000s of parts in stock*
- *FAST, 48 hour service*
- *We can collect (£5+VAT)*
- *FREE return courier*
- *All work guaranteed*

CALL FOR A PRICE LIST

031193 - 11.30

SILICA - THE AMIGA SPECIALISTS

SILICA 1978 1993 15 YEARS SERVICE TO YOU

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- ***COMMODORE APPROVED UPGRADES:***
  Official Hard Drive upgrades with ICL on-site warranty.
- ***FREE OVERNIGHT DELIVERY:***
  On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:***
  A team of Amiga technical experts will be at your service.
- ***PRICE MATCH:***
  We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 15 YEARS:***
  We have a proven track record in professional computer sales.
- ***PART OF A £50M A YEAR COMPANY:***
  With over 200 staff - We are solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:***
  Volume discounts are available. **Tel: 081-308 0888.**
- ***SHOWROOMS:***
  We have demonstration and training facilities at all our stores.
- ***THE FULL STOCK RANGE:***
  All of your Amiga requirements are available from one supplier.
- ***FREE CATALOGUES:***
  Will be mailed to you, with special reduced price Amiga offers, as well as details on all Amiga software and peripherals.
- ***PAYMENT:***
  We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE 081-309 1111

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm)	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
CROYDON SHOP: Opening Hours: Mon-Sat 9.00am-6.00pm	Debenhams (2nd Floor), 11-31 North End, Croydon, Surrey, CR9 1RQ Late Night: Thursday - 9pm	**Tel: 081-688 4455** Fax No: 081-686 4658
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-7.00pm	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA Late Night: Thursday - 7pm	**Tel: 0702 468039** Fax No: 0702 468039
IPSWICH SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH Late Night: Thursday - 9pm	**Tel: 0473 287092** Fax No: 0473 287092

To: Silica, **AMPOW-0294-104,** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 104S

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

FATMAN

Is one page big enough to hold Fatman?

Game: Fatman
Publisher: Black Legend
Authors: IO
Price: £25.99
Release: Out now

Douglas the Dog sat in his armchair, listening to the clock ticking. It wasn't a particularly nice clock. And, now he thought about it, its tick was rather irritating. Suddenly the doorbell rang. Douglas ignored it for a few moments, and then put his crossword to one side and went to answer it. On the doorstep stood Carol the Cat and Squeaky the Squirrel.

'Hello, Douglas,' said Carol.

'You're looking great!' squeaked Squeaky.

'I suppose you'd better come in,' said Douglas.

Douglas stood aside and let Carol and Squeaky file into the hall.

'We brought you a present, Douglas!' squeaked Squeaky. 'It's the A500 version of *Fatman*! For your A500!'

'Squeaky chose it,' stressed Carol.

Presently, *Fatman* had loaded on Douglas's Amiga. The three of them sat and watched the humorous animated introduction, which clearly showed that the game's Hungarian programmers can't have been too far removed from the people behind those wacky cartoons you see on Channel 4 sometimes. They all laughed dutifully as Roy Fat, incensed by the kidnapping of his wife and his revolutionary Food Duplicator machine by the evil Ted Thinsin, ripped off his clothes to reveal that he'd forgotten to put his superhero costume on, and had to do a Double Take.

'Go on, Douglas,' said Carol, 'you go first.'

'Er,' said Douglas. He quite liked Carol, but couldn't possibly admit it.

'Go on, Douglas!' squeaked Squeaky.

Douglas sensed that it might be simpler to comply, picked up the joystick, and pressed fire a few times. Fatman walked onto the screen.

'It's a platform game,' said Douglas.

'What you you think, then?' squeaked Squeaky.

'What do I think?'

'Yes!'

'Why hasn't he got any momentum? I mean, none at all?'

'Eh?'

'And how come, when I only move him forward a little bit, his legs don't move at all?'

'The graphics are nice and colourful, though, aren't they?' Carol asked.

'And the levels are really big, with lots to explore!' squeaked Squeaky, squeakily.

Douglas reached a door marked 'Exit'.

'Why won't he go through it?' He demanded.

'Er, I think you're meant to collect all the burgers first,' said Carol.

'So how do I know when I've collected them all? How do I know how many more I've got to collect? It doesn't say anywhere. And it doesn't say how many of each sort of special weapon I've got left, either. They just suddenly run out.'

Douglas went back to look for some more burgers.

'Ooh, bad luck!' squeaked Squeaky, as Douglas fell too far off a platform and died.

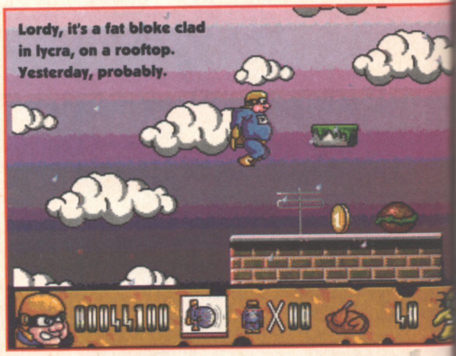
Douglas was asked to type his name into the high-score table. D – O – U – G – L – A...

'Why am I only allowed to put six leters in?'

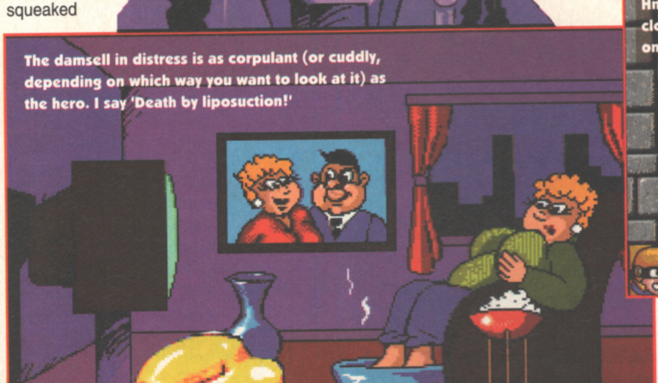
Douglas looked at the game. Then he looked at Squeaky. Then he looked back at the game again.

Then he went to put the kettle on.

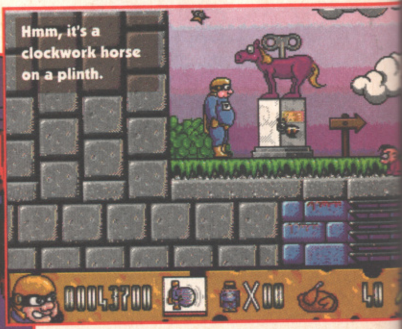
● ***JONATHAN DAVIES***



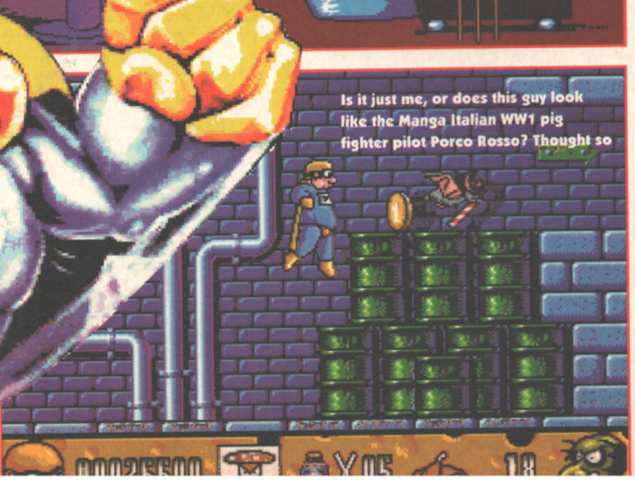
Lordy, it's a fat bloke clad in lycra, on a rooftop. Yesterday, probably.



The damsell in distress is as corpulant (or cuddly, depending on which way you want to look at it) as the hero. I say 'Death by liposuction!'



Hmm, it's a clockwork horse on a plinth.



Is it just me, or does this guy look like the Manga Italian WW1 pig fighter pilot Porco Rosso? Thought so

UPPERS Zany Hungarian humour. Big levels. All seems to work okay. Pleasant enough to play.

DOWNERS Hardly the most polished piece of software. Possibly insulting to fat people, but it's so hard to be sure these days. And, of course, it's a platform game.

THE BOTTOM LINE

Fair enough. There are problems, but they weren't enough to prevent me from sitting there, quite happily playing through the levels. But, well, you know. Seen it before.

66 PERCENT

FATMAN

A1200 VERSION

Is one page big enough to... Hang on. What's going on?

Game: Fatman
Publisher: Black Legend
Authors: IO
Price: £25.99
Release: Out now

Douglas the Dog sat in his armchair, listening to the clock ticking. It wasn't a particularly nice clock. And, now he thought about it, its tick was rather irritating. Suddenly the doorbell rang. Douglas ignored it for a few moments, and then put his crossword to one side and went to answer it. On the doorstep stood Carol the Cat and Squeaky the Squirrel.

'Hello, Douglas,' said Carol.

'You're looking great!' squeaked Squeaky.

'I suppose you'd better come in,' said Douglas.

Douglas stood aside and let Carol and Squeaky file into the hall.

'We brought you a present, Douglas!' squeaked Squeaky. 'It's the A1200 version of *Fatman*! For your A1200!'

'Squeaky chose it,' stressed Carol.

Presently, *Fatman* had loaded on Douglas's Amiga. The three of them sat and watched the humourous animated introduction, which clearly showed that the game's Hungarian programmers can't have been too far removed from the people behind those wacky cartoons you see on Channel 4 sometimes. They all laughed dutifully as Roy Fat, incensed by the kidnapping of his wife and his revolutionary Food Duplicator machine by the evil Ted Thinsin, ripped off his clothes to reveal that he'd forgotten to put his superhero costume on, and had to do a Double Take.

'Go on, Douglas,' said Carol, 'you go first.'

'Er,' said Douglas. He quite liked Carol, but couldn't possibly admit it.

'Go on, Douglas!' squeaked Squeaky, squeakily.

Douglas sensed that it might be simpler to comply, picked up the joystick, and pressed fire a few times. Fatman walked onto the screen.

'It's a platform game,' said Douglas.

'What you you think, then?' squeaked Squeaky.

'What do I think?'

'Yes!'

'Why hasn't he got any momentum? I mean, none at all?'

'Eh?'

'And how come, when I only move him forward a little bit, his legs don't move at all?'

Carol sighed.

'The graphics are nice and colourful, though, aren't they?' she said.

'And the levels are really big, with lots to explore!' squeaked Squeaky.

Douglas reached a door marked 'Exit'.

'Why won't he go through it?'

'Er, I think you're meant to collect all the burgers first,' said Carol.

'So how do I know when I've collected them all? How do I know how many more I've got to collect? It doesn't say anywhere. And it doesn't say how many of each sort of special weapon I've got left, either. They just suddenly run out.'

Douglas went back to look for some more burgers.

'Ooh, bad luck!' squeaked Squeaky, as Douglas fell too far off a platform and died.

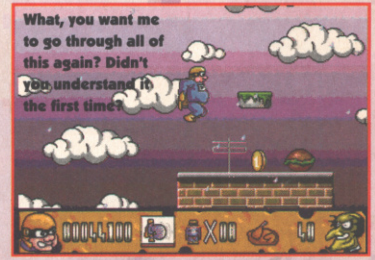
Douglas was asked to type his name into the high-score table. D – O – U – G – L – A...

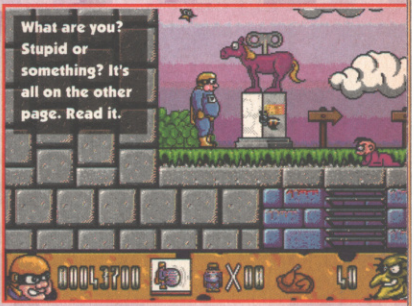
'Why am I only allowed to put six leters in?'

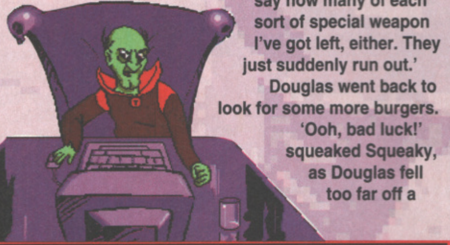
Douglas looked at the game. Then he looked at Squeaky. Then he looked back at the game again.

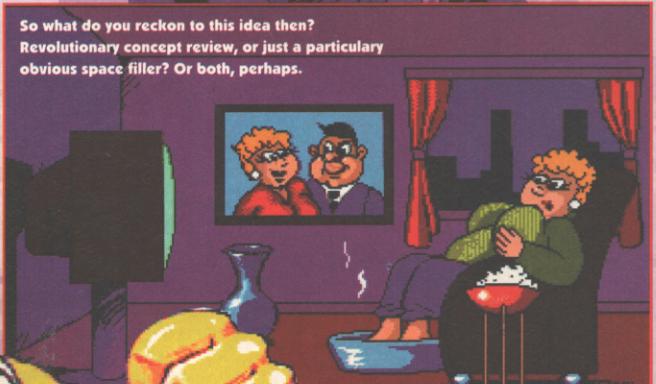
Then he bit Squeaky's head off.

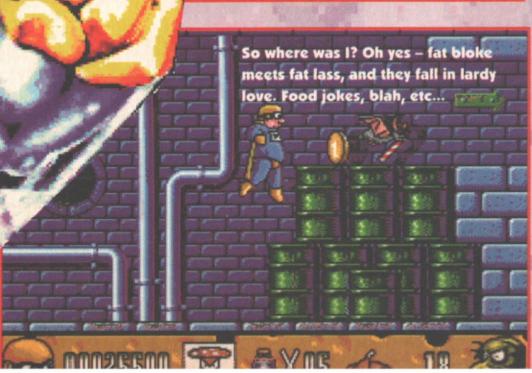
● *JONATHAN DAVIES*


What, you want me to go through all of this again? Didn't you understand it the first time?


What are you? Stupid or something? It's all on the other page. Read it.




So what do you reckon to this idea then? Revolutionary concept review, or just a particular obvious space filler? Or both, perhaps.


So where was I? Oh yes – fat bloke meets fat lass, and they fall in lardy love. Food jokes, blah, etc...

UPPERS A1200
Zany Hungarian humour. Big levels. All seems to work okay. Pleasant enough to play.

DOWNERS fHardly the most polished piece of software. Possibly insulting to fat people, but it's so hard to be sure these days. You have to buy a special A1200 version, but it's no different to the A500 version as far as I can see. It's a platform game.

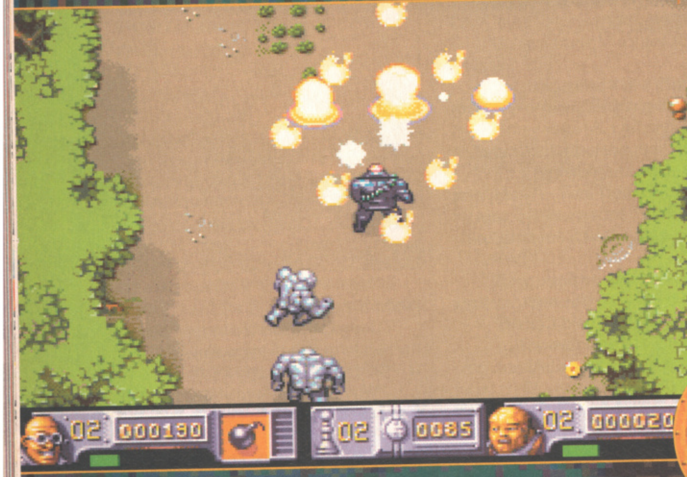
THE BOTTOM LINE
Fair enough. There are problems, but they weren't enough to prevent me from sitting there, quite happily playing through the levels. But, well, you know. Seen it before.

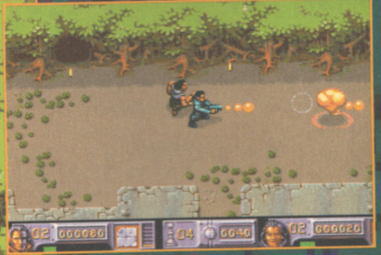
66 PERCENT

Villanous Victorian shenanigans with enhanced graphics? Oh yes indeed.

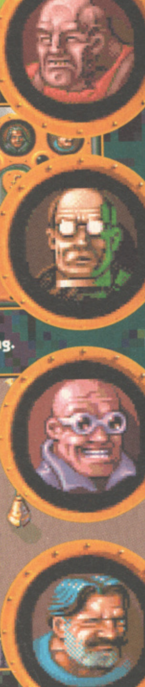
THE CHAOS ENGINE

A1200 VERSION

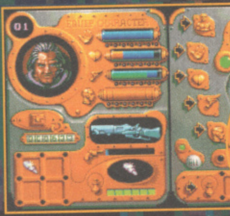




It's good to see that Victorian values such as killing everything you don't understand or like feature strongly in the game.



Game: The Chaos Engine A1200
Publisher: Mindscape
Authors: The Bitmap Brothers
Price: £25.99
Release: Out Now



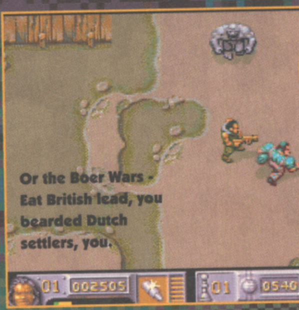
Look at the Zulu Wars - Don't speak English? Bang, bang, bang.

Right then, this is another game in the continuing line of souped up, touched up or otherwise cosmetically enhanced games for the A1200. If you're already familiar with *The Chaos Engine*, or maybe on a bus with only two stops to go (and therefore pressed for time) then scan down the page to the 'Different is it?' section. If on the other hand you want the full lowdown on this steam-powered blaster, then read on.

VOYAGE

Taking off where Jules Verne left off, *The Chaos Engine*'s set in an alternative Victorian era. Computers may be huge cast-iron things covered in neat little polished brass panels, but they're computers nonetheless, and someone's been using theirs to experiment with space and time. Like you do.

Needless to say, this has resulted in a huge rift in the space/time/thingy continuum, and everything around this mechanical monstrosity (the Chaos Engine) has been hideously warped. Enter the mercenaries, hired to reach the Chaos Engine and destroy it. Being Victorian, you've got a choice of suitably rogue-ish characters, from gentlemen and clergy to rough-and-ready navvies.



Or the Boer Wars - Eat British lead, you bearded Dutch settlers, you.

FULL STEAM

It doesn't take you very long to see that the game's based on a *Gauntlet* theme, which is a fairly tried and tested idea, but the game manages to pull it off by being just so damn gorgeous, you don't really care if it's a new idea or not.

For a start, the graphics are amazing. Rather than being a directly overhead view which means you see only the head, shoulders and feet of the characters (like in the *Alien Breed* games) you're looking down at an extreme angle. This forced perspective view means not only that you can see the characters faces and all their body, but also gives you a feeling of depth to the playing area.

The sound's not the sort of thing you can forget about either. A techno soundtrack blasts through the game, and even gets excited with you as you get to the end of the levels. It's superb, and the deep and resonant voice that tells things like "Node Activated" and "Player Safe" isn't that far from Mr Gravel-Lungs himself, Richard Burton.

And if that wasn't good enough, it's brilliant to play as well. In one player mode, the computer plays your companion in an astonishingly human way, and depending on which keys you pick up, you can wind your way through the levels a number of different ways. It's possible to complete a level and still have seen only half of it, so there's plenty of scope for playing it over and over again. Put simply, it's just all round total arcade brilliance.

DIFFERENT IS IT?

Not very, to put it bluntly. The expanded palette means that everything's zingier and better defined, and although this is a bonus over the original version, it's not enough to make you run out and buy both versions. The only other differences I noticed are that the passcodes are spaced further apart and the disk accessing time's shorter. Not much change at all, but then again, the original left little room for improvement.
● *CAM WINSTANLEY*

UPPERS A1200

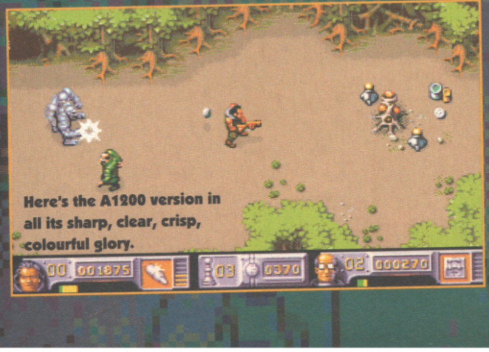
Incredible graphics that capture that Steampunk feel perfectly, furious two player gameplay and a one player option that seems spookily like the aforementioned two player option. The sound's superb, with music better than most of the tat that's cluttering up the top 40.

DOWNERS Even if you take the hidden sections and different routes into account, it's still not going to take you all that long to finish.

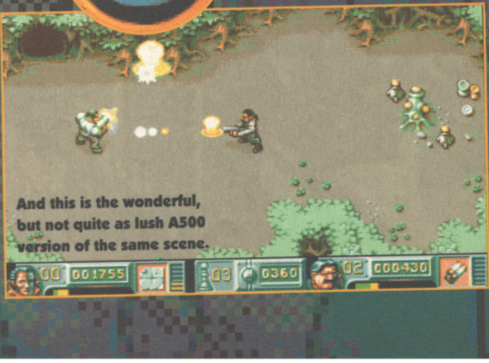
THE BOTTOM LINE

I loved it when it first came out, so there's no reason to change my mind now. The colours make it prettier and the loading time seems to be cut right down. I strongly recommend that anyone who hasn't already got it should run and buy it this instant.

91 PERCENT



Here's the A1200 version in all its sharp, clear, crisp, colourful glory.



And this is the wonderful, but not quite as lush A500 version of the same scene.

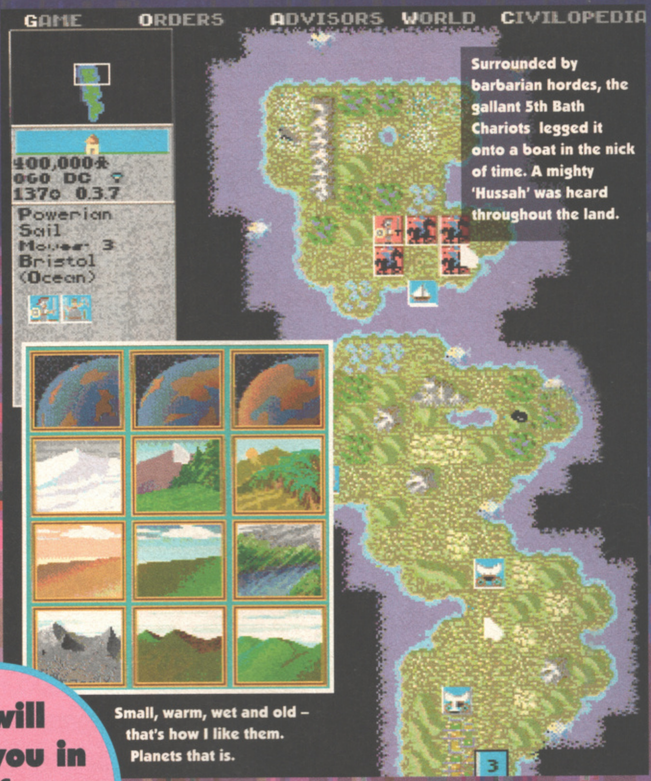
CIVILISATION

Game Civilisation
Publisher Kompart
Authors MPS Labs
Price £39.99
Release Out now

What am I going to say here, eh? Hands up anybody out there who doesn't already know what *Civilisation* is about (apart from you, mum). You see, you've already read about 12 reviews of *Civilisation*, haven't you? And you know that it's really good. You already know that are able to customise a world to play on or play on the Earth. That you can choose which of the many tribes you wish to be, from American to English to Babylonian and more. That the game is based around building cities and using them as kind of factories to produce military units with which you explore and conquer the world. Or if conquering isn't your idea of fun, you can instead trade and buildi a peaceful empire and win the space race. That the other races in the game all build their own civilisations in competition with you and that they operate in distinct ways depending on the differing characters of their leaders. You're bound to have already been told that you have to split your income between financing research and maintaining your cities. That it's incredibly engrossing and will keep you locked in front of your Amiga for days and days on end until all your hair falls out. That it's a brilliant game.

So now they've made a version specifically for the AGA chipset and I've got to tell you what's changed. Well, to be honest, although the graphics have been improved, with waves lapping against the shores of the land and smoother animations of rioting citizens in your cities and more colours in the portraits of the other monarchs, and even though they've added some neat sound effects like the pounding of hammers on anvils when you're constructing a Wonder of the World the game is no different than it has always been.

Beware of wandering giants who take a fancy to your town.



Surrounded by barbarian hordes, the gallant 5th Bath Chariots legged it onto a boat in the nick of time. A mighty 'Hussah' was heard throughout the land.

Small, warm, wet and old – that's how I like them. Planets that is.

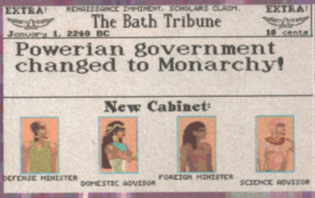
> "It will keep you in front of your A1200 for days"

HOOKED

What I'm trying to say is that I sat down with an Amiga and the disks, loaded it up and started playing and had so much damn fun that it was four hours (and spookily 2000 years) later that I stopped for a moment and thought 'Oh yeah, I'm supposed to be looking for all the enhancements'.

Civilisation was so good already that, even though it has undeniably nicer pictures in this version, it doesn't make it any better a game. It's still great. Nuff said.

● *STEVE FARAGHER*



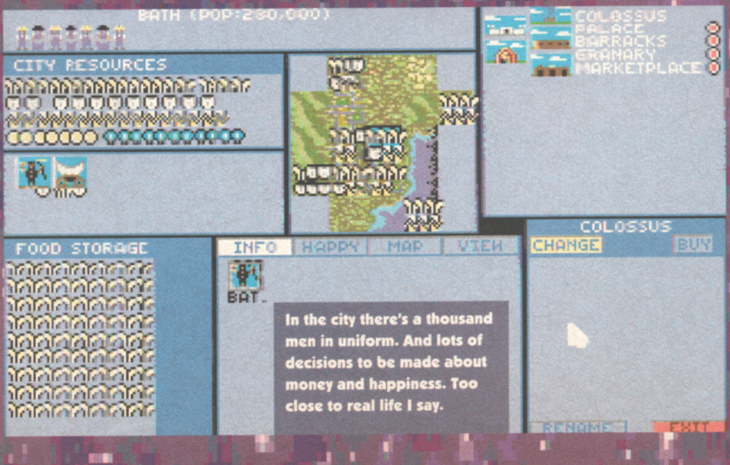
EXTRA! RENAISSANCE IMMINENT, SCHOLARS CLAIM. EXTRA!
The Bath Tribune
January 1, 2240 BC 10 cents

Powerian government changed to Monarchy!

New Cabinet:

DEFENSE MINISTER
DOMESTIC ADVISOR
FOREIGN MINISTER
SCIENCE ADVISOR

That's actually a lie. The Powerians always have been, and always will be, run by a benevolent dictator.



In the city there's a thousand men in uniform. And lots of decisions to be made about money and happiness. Too close to real life I say.

A1200

UPPERS It's got new and improved pictures with a special blue whitener and conditioner combined.

DOWNERS You really need a hard drive to get the most out of Civilisation because without one it takes longer and gets frustrating.

THE BOTTOM LINE

Civilisation was always great and it still is. £39.99 is far too much to lay out just for the AGA improvements but if you haven't bought Civilisation already and you've got an A1200 there's just no excuse for not going to the shops now.

89 PERCENT

Ameagre Prices

Fast-response Mailorder
10am—10pm 7 days a week
No credit card surcharges
Always a person—never an answerphone!

Games Centre
10am—8pm Monday to Friday
10am—4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Games

HUNDREDS MORE TITLES IN STOCK

10 INTELLIGENT STRATEGY GAMES	21.95
1869 (1MB)	21.95
1869 (AMIGA 1200) (1MB)	21.95
A-TRAIN (1MB)	24.95
A-TRAIN CONSTRUCTION SET	12.95
ABANDONED PLACES 2 (1MB NOT1200)	23.95
ABANDONED PLACES 2 - A1200	24.95
ADDAMS FAMILY	7.95
AIR SUPPORT	4.50
AKIRA	20.95
ALFRED CHICKEN	18.95
ALFRED CHICKEN (A1200)	18.95
ALIEN 3 (1MB)	18.95
ALIEN BREED - SPECIAL EDITION (1MB)	8.95
ALIEN BREED 2 (1MB)	19.95
ALIEN BREED 2 (AMIGA 1200)	21.95
ALLO ALLO	18.75
AMOS PROFESSIONAL (1MB)	37.95
AMOS PROFESSIONAL COMPILER (1MB)	24.95
ANCIENT ART OF WAR IN THE SKIES (1MB)	24.95
ANNIHILATOR	18.75
APACHE	6.96
ARABIAN NIGHTS (1MB)	18.95
ARKANOID II - REVENGE OF DOH	6.96
ARMOUR GEDDON 2	21.95
ARSENAL - THE COMPUTER GAME	18.95
ASHES OF EMPIRE (1MB)	13.95
ASSASSIN REMIX (1MB)	8.95
ATAC (1MB)	24.95
AWARD WINNERS 2 (COMP)	21.95
B-17 FLYING FORTRESS (1MB)	24.95
BARDS TALE 3	8.95
BARDS TALE CONSTRUCTION KIT (1MB)	21.95
BATMAN - THE MOVIE	6.96
BATMAN RETURNS	18.75
BATTLE CHESS	8.95
BATTLE ISLE '93	18.95
BATTLE TOADS	18.95
BEASTLORD	18.95
BENEATH THE STEEL SKY	25.99
BIG RUN	15.96
BITMAP BROTHERS - VOLUME 1 (NOT600)	18.95
BLADE OF DESTINY (1MB)	29.95
BLOB (1MB)	18.95
BOBS BAD DAY (1MB)	18.95
BODY BLOWS (1MB)	19.95
BODY BLOWS (AMIGA 1200)	21.95
BODY BLOWS GALACTIC (1MB)	19.95
BODY BLOWS GALACTIC (AMIGA 1200)	21.95
BOOT	21.95
BOROBODUR	4.95
BRIAN THE LION	18.95
BUGS BUNNY	6.96
BULLYS SPORTING DARTS (1MB)	7.95
BURNING RUBBER (1MB)	18.95
BURNING RUBBER (A1200)	18.95
CAESAR DELUXE (1MB)	21.95
CAMPAIGN	24.95
CAMPAIGN 2 (1MB)	24.95
CANNON FODDER	25.99
CARDIAXX	7.95
CARRIER COMMAND (NOT1200)	7.95
CARTOON - DOUBLE PACK	14.90
CARTOON RACER (PROVISIONAL TITLE!)	18.95
CASTLES 2 - A1200	24.95
CENTURION	8.95
CHAMPIONSHIP MANAGER '93 (1MB)	18.95
CHAMPIONSHIP MANAGER '94 SEASON DISK	7.95
CHAOS ENGINE (1MB)	18.95
CHESS CHAMPION 2175	15.75
CHUCK ROCK 2 - SON OF CHUCK (1MB)	18.95
CIVILIZATION (1MB)	24.95
CIVILIZATION (AMIGA 1200)	29.95
COMBAT AIR PATROL (1MB)	21.95
COMBAT CLASSICS (1MB)	21.95
COMBAT CLASSICS 2	21.95
CONTRAPTIONS	12.95
COOL SPOT	21.95
COUNT DUCKULA	6.96
COUNT DUCKULA 2	6.96
CREEPERS	18.95
CYBERSPACE (1MB)	24.95
CYTRON	4.50
DALEK ATTACK	13.95
DEEP CORE	18.95
DENNIS	18.95
DENNIS (AMIGA 1200)	20.95
DESERT STRIKE	21.95
DIGGERS (A1200)	24.95
DISPOSABLE HERO	18.95
DIZZY'S EXCELLENT ADVENTURES	18.75
DOG FIGHT (1MB)	24.95
DONK	19.95
DRACULA (1MB)	21.95
DREADNOUGHTS	25.99
DREADNOUGHTS - BISMARCK	12.95
DREADNOUGHTS - IRONCLADS	12.95
DREAMLANDS	21.95
DREAMWEB (1MB)	24.95
DUNE II (1MB)	22.95
EASY AMOS (1MB)	24.95
ELITE II - FRONTIER	21.95
ESPANA - THE GAMES '92 (1MB NOT1200)	21.95
EUROPEAN CHAMPIONS	18.95
EUROPEAN CHAMPIONSHIPS 1992	9.99
EYE OF THE BEHOLDER I (1MB)	22.95
F-16 COMBAT PILOT (NOT1200)	7.95
F-29 RETALIATOR	10.95
F1 (DOMARK)	18.95
F117A STEALTH FIGHTER (1MB)	24.95
F17 CHALLENGE (1MB)	10.95
FACE OFF - ICE HOCKEY	7.95
FALCON	7.95
FALCON - COUNTERSTRIKE DATA DISK	7.95
FALCON - FIREFIGHT DATA DISK	7.95
FANTASTIC DIZZY	18.95
FAST FOOD (NOT+)	1.00
FATAL STROKES	21.95
FIRE AND BRIMSTONE (1MB)	7.95
FIRST DIVISION MANAGER (NOT600)	6.96
FLASHBACK (1MB)	22.95
FLIGHT OF THE INTRUDER (NOT+)	7.95
FOOTBALL MANAGER 3	18.95
FORMULA 1 GRAND PRIX (1MB)	24.95
G2	18.95
GADGET LOST IN TIME	12.95
GALACTIC WARRIOR RATS	7.95
GAUNTLET II	6.96
GLOBAL GLADIATORS (1MB)	18.95
GLOBDULE	21.95
GNOME ALONE	18.95
GOAL (1MB)	15.75
GOBLIINS 2 (1MB)	21.95
GRAHAM GOOCH - SECOND INNINGS	14.95
GRAHAM GOOCH WLD CLASS CRICKET (1MB)	21.95
GULP	21.95
GUNSHIP	10.95
GUNSHIP 2000 (1MB)	24.95
HANNA BARBARA'S ANIMATION WORKSHOP	35.99
HEAD OVER HEELS	6.96
HEROQUEST	7.95
HEROQUEST 2	18.95
HILL STREET BLUES	7.95
HIRED GUNS	24.95
HISTORY LINE (1914-1918) (1MB)	24.95
HOOK	7.95
HUCKLEBERRY HOUND	7.95
HUMANS - Jurassic Levels (Data Disk) (NOT1200)	10.50
HUMANS - Jurassic Levels (Stand Alone)	21.95
IK+	6.96
INDIANA JONES & FATE ATL. (ADV) (1MB)	27.95
INDIANA JONES & L. CRUSADE (ADV)	12.95
INDIANAPOLIS 500	10.95
INNOCENT UNTIL CAUGHT	24.95
INTERNATIONAL 5 A SIDE	6.96
INTERNATIONAL GOLF	6.96
ISHAR 2 (1MB)	21.95
ISHAR 2 (AMIGA 1200)	21.95
JAMES POND	6.96
JOHN MADDEN'S FOOTBALL	18.95
JURASSIC PARK (1MB)	18.95
JURASSIC PARK (A1200)	20.95
KEYS OF MARAMON	4.95
KGB (1MB)	22.95
KICK OFF II (1 MEG)	18.95
KID PIX (NOT1200)	18.95
KIDS RULE OK	12.95
KINGDOMS OF GERMANY	21.95
KNIGHTS OF THE SKY (1MB)	13.95
KRUSTYS FUN HOUSE	22.95
LASER SQUAD	7.95
LEGENDS	21.95
LEMMINGS (ORIGINAL)	18.95
LEMMINGS 2 (1MB NOT1500)	21.95
LEMMINGS DATA DISK (XMAS LEVELS)	14.95
LIBERATION - CAPTIVE 2	22.95
LINKS	13.95
LOMBARD RAC RALLY	6.96
LORDS OF CHAOS	7.95
LORDS OF POWER (COMP) (1MB)	24.95
LOST VIKINGS	21.95
LOTUS III - THE ULTIMATE CHALLENGE (1MB)	18.95
LOTUS TURBO CHALLENGE II	7.95
MAELSTROM	24.95
MAGIC BOY	18.95
MAGICIANS CASTLE	21.95
MANCHESTER UNITED	7.95
MANCHESTER UNITED - PREMIER LEAGUE	21.95
MANIAC MANSION	10.95
MARIO IS MISSING (1MB)	21.95
MAVIS BEACON 2 (GERMAN)	21.95
MAVIS BEACON TEACHES TYPING V.2 (1MB)	21.95
MEAN 18	7.95
MEAN ARENAS	18.95
MEGA-LO-MANIA / FIRST SAMURAI (NOT1200)	22.95
MERCENARY 3	14.95
MICRO MACHINES	18.95
MORPH (1MB NOT1200)	18.95
MORPH (AMIGA 1200)	18.95
MORTAL KOMBAT (1MB)	25.99
MR NUTZ (AMIGA 1200)	20.95
NICK FALDOS CHAMPIONSHIP GOLF (1MB)	24.95
NICKY 2	21.95
NIGHT SHIFT	10.95
NIPPON SAFES INC	21.95
NODDY'S BIG ADVENTURE	18.75
NODDYS PLAYTIME (1MB)	18.75
NORTH & SOUTH	6.96
OMAR SHARIF'S BRIDGE (1MB)	24.95
ONE STEP BEYOND	15.75
OPERATION THUNDERBOLT	6.96
OSCAR	18.95
OSCAR (AMIGA 1200)	18.95
OUTLANDER	22.95
OVERDRIVE (1MB)	19.95
OVERKILL (A1200)	15.75
PANG (NOT600)	6.96
PANZA KICK BOXING	7.95
PARASOL STARS	7.95
PEN PAL	39.95
PERFECT GENERAL - WW2 DATA DISK (1MB)	15.75
PERIHELION	21.95
PGA TOUR GOLF PLUS	21.95
PINBALL DREAMS	18.95
PINBALL FANTASIES (1MB)	21.95
PINBALL FANTASIES (A1200)	21.95
PIRATES	10.95
PIXIE & DIXIE	7.95
POPEYE 2	6.96
POPEYE 3	7.95
POPULOUS/PROMISED LANDS	10.95
POSTMAN PAT	6.96
POSTMAN PAT 3	6.96
PREMIER DIVISION	7.95
PREMIER MANAGER 2	18.95
PRIME MOVER	21.95
PRINCE OF PERSIA	6.96
PROJECT X (1MB)	10.95
PUGGSY	21.95
PUTTY	7.95
QWAK (1MB)	10.95
R.B.I. BASEBALL 2 (NOT+)	6.96
RAGNAROK	29.95
RAILROAD TYCOON (1MB)	13.95
RAINBOW ISLANDS	6.96
REACH FOR THE SKIES	22.95
ROAD RASH	18.95
ROBIN HOOD	10.95
ROBINSONS'S REQUIEM	21.95
RODLAND	7.95
ROOKIES (1MB)	18.95
RUGBY COACH	9.95
RULES OF ENGAGEMENT 2 (1MB)	24.95
RYDER CUP	18.95
RYDER CUP (AMIGA 1200)	18.95
SABRE TEAM - A1200	21.95
SCRABBLE	20.95
SECOND SAMURAI	21.95
SECRET OF MONKEY ISLAND (1MB)	13.95
SECRET OF MONKEY ISLAND II (1MB)	27.95
SENSIBLE SOCCER 92/93	18.95
SHOE PEOPLE	7.95
SHOOT 'EM UP CONSTRUCTION KIT	7.95
SILENT SERVICE II	13.95
SIM CITY - ARCHITECTURE 2 (ANCIENT)	7.95
SIM CITY DELUXE	25.99
SIM LIFE (1.5MB)	24.95
SIM LIFE (AMIGA 1200)	24.95
SIMON THE SORCERER (1MB)	24.95
SIMON THE SORCERER (A1200)	29.95
SIMPSONS : BART VS THE WORLD	22.95
SKIDMARKS (1MB)	15.75
SLEEPWALKER (1MB)	21.95
SLICKS	6.96
SOCCER KID	21.95
SOCCER KID - A1200	21.95
SOOTY & SWEEP	6.96
SOUP TREK	21.95
SPACE CRUSADE	7.95
SPACE HULK	24.95
SPACE LEGENDS (1MB)	21.95
SPORTS MASTERS (COMP)	21.95
STAR LORD (1MB)	24.95
STARDUST (1MB)	13.95
STREET FIGHTER 2 (1MB)	20.95
STRIKE FLEET	10.95
STRIKER	7.95
STRIKER MANAGER	7.95
STUNT CAR RACER (NOT600) (NOT1200)	6.96
SUBURBAN COMMANDO (+ FREE FILM)	18.75
SUPER FROG (1MB)	19.95
SUPER LEAGUE MANAGER	18.95
SUPER MONACO G.P.	7.95
SUPER SPACE INVADERS	7.95
SUPER TETRIS (1MB NOT1200)	17.95
SUPERCARS II (NOT1200)	7.95
SUPERHERO (1MB)	21.95
SWIV	7.95
SYNDICATE (1MB)	24.95
T.N.T. 2 (COMP)	14.95
TENNIS CUP 2	7.95
TERMINATOR 2 - ARCADE GAME	21.95
TFX (AMIGA 1200)	24.95
THE GREATEST (COMP) (1MB)	24.75
THE PATRICIAN (1MB)	24.75
THEATRE OF DEATH	21.95
THOMAS FUN WITH WORDS	15.75
THOMAS THE TANK ENGINE	6.96
THOMAS THE TANK ENGINE 2	10.95
TOKI	7.95
TOTAL CARNAGE	20.95
TOYOTA CELICA	6.96
TREASURE ISLAND DIZZY	4.49
TRIPLE ACTION PACK VOL.5	10.95
TRIVIAL PURSUIT	6.96
TROLLS (1MB)	18.95
TWILIGHT 2000	24.95
URIDIUM 2	18.95
UTOPIA	7.95
VALHALLA (1MB)	21.95
WALKER (1MB)	21.95
WIZ 'N' LIZ	21.95
WONDER DOG	18.95
WOODYS WORLD	18.95
WORKS TEAM RALLY	6.96
WORLDS OF LEGEND	18.95
YO JOE	18.95
ZAK MCKRACKEN	10.95
ZOOL (1MB)	18.95
ZOOL (AMIGA 1200)	18.95
ZOOL 2 (AMIGA 1200)	18.95
ZYCONIX	15.75

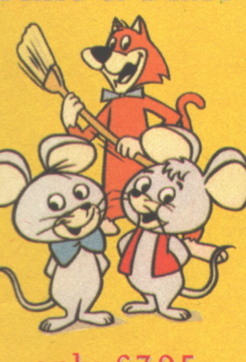
CD32
£299.99

CD–32

ALFRED CHICKEN	21.95
ALIEN BREED - SPECIAL EDITION	12.95
ARABIAN NIGHTS	12.95
BOOT	24.95
CHAOS ENGINE	21.95
D-GENERATION	18.95
F17 CHALLENGE	12.95
JOHN BARNES EUROPEAN FOOTBALL	12.95
JURASSIC PARK	21.95
LIBERATION - CAPTIVE 2	24.95
MICROCOSM	29.95
MORPH	21.95
OVERKILL/LUNAR-C	21.95
PINBALL FANTASIES	24.75
PROJECT X	12.95
QWAK	12.95
ROBOCOD	21.95
RYDER CUP	21.95
SENSIBLE SOCCER 92/93	21.95
SLEEPWALKER	21.95
TFX	24.95
TROLLS	21.95
URIDIUM 2	24.95
WHALES VOYAGE	21.95

Please note
NOT+ means software is not compatible with the 500 Plus, 600 or 1200

Pixie & Dixie



only £7.95

Educational

CAVE MAZE	10.95
FRACTION GOBLINS	10.95
MATHS DRAGONS	10.95
PICTURE FRACTIONS	10.95
REASONING WITH TROLLS	10.95
TIDY THE HOUSE	10.95
TIME FLIES	10.95
ANSWER BACK JUNIOR QUIZ (6-11)	16.99
ANSWER BACK SENIOR QUIZ (12-AD)	16.99
FRENCH MISTRESS	16.99
GERMAN MASTER	16.99
ITALIAN TUTOR	16.99
MATHS ADVENTURE (6-14)	21.95
SPANISH TUTOR	16.99
MEGA MATHS (A LEVEL)	19.95
MICRO ENGLISH (8-GCSE)	19.95
MICRO FRENCH (BEGINNERS-GCSE)	19.95
MICRO GERMAN (Beginners-GCSE-Business)	19.95
MICRO MATHS (11-GCSE)	19.95
MICRO SCIENCE (8-GCSE)	19.95
MICRO SPANISH	18.75
PRIMARY MATHS COURSE (3-12)	19.95
READING WRITING COURSE (3-8)	19.95
BETTER MATHS (12-16)	18.95
BETTER SPELLING (8-ADULT)	18.95
JUNIOR TYPIST (5-10)	13.95
MAGIC MATHS (4-8)	18.95
MATHS MANIA (8-12)	18.95
ROBIN HOOD (LEISURELAND)	18.95
SCROOGE (A CHRISTMAS CAROL)	18.95
THE THREE BEARS (5-10)	18.95
WIND IN THE WILLOWS	18.95
WIZARD OF OZ	18.95
ADI ENGLISH (11-12or 12-13 or 13-14 or 14-15)	18.95
ADI FRENCH (11-12or 12-13 or 13-14 or 14-15)	18.95
ADI JUNIOR COUNTING (4-5 or 6-7)	15.75
ADI JUNIOR READING (4-5 or 6-7)	15.75
ADI MATHS (11-12or 12-13 or 13-14 or 14-15)	18.95
FUN SCHOOL 2 (UNDER 6 or 6-8 or OVER 8)	6.96
FUN SCHOOL 3 (UNDER 5 or 5-7 or OVER 7)	18.75
FUN SCHOOL 4 (UNDER 5 or 5-7 or 7-11S)	18.75
FUN SCHOOL MATHS (7-11)	18.95
PAINT AND CREATE (OVER 5'S)	18.95
SPELLING FAIR (7-13)	18.95

3.5" Disks

ANY QUANTITY SUPPLIED
INDEX
GUARANTEED

Qty	DSDD	DSHD
10	5.30	7.80
20	10.35	15.35
50	22.95	34.40
100	39.95	61.90
500	184.65	269.65

All our disks are fully guaranteed and include labels

Hardware

A500 Expansion upgrade with clock	0.5Mb	27.95
A500 Expansion upgrade without clock	0.5Mb	24.95
A500plus RAM upgrade	1Mb	56.95
A600 Expansion upgrade with clock	1Mb	51.95
Parallel port extension cable		6.80
Parallel printer cable (2m)		8.60
Roboshift (Auto mouse/joystick switch)		14.75
Zi-Fi Stereo Speakers		37.95

Hint Books

EYE OF THE BEHOLDER I	9.99
EYE OF THE BEHOLDER II	9.99
INDIANA JONES & FATE ATL. (ADV)	9.99
INDIANA JONES & L. CRUSADE (ADV)	5.99
LOOM	7.99
MANIAC MANSION	7.99
SECRET OF MONKEY ISLAND	7.99
SECRET OF MONKEY ISLAND II	9.99

Miscellaneous

4-Player adaptor	6.96
Head Cleaner (3.5")	3.75
Mouse	14.75
Mouse House	2.95
Mouse Mat	2.95
SCART cable	9.49
Workstation for 500 & 500+	42.95
Workstation for 600	37.95
Workstation for 1200 (Workstations include mouse mat, mouse house and dust cover)	39.95

Disk Boxes

10	Slimpack	0.94
40		4.95
50		5.60
80		6.30
80	Stackable	14.95
100		6.80
120		8.75
150		10.95

Joysticks

125+	9.00
Amiga Analogue Adaptor (use any PC analogue joystick on Amiga)	4.99
Competition Pro 5000 - black	13.75
Freewheel - Analogue	36.00
Freewheel - digital	27.00
Maverick 1 (QS128F) or 1M (SQ138F)	13.75
Megastar A/F (SV133)	22.00
Navigator A/F	13.75
Python 1 (QS130F)	9.25
Python 1M (QS137F)	9.75
Quickjoy 1 Turbo (SV121)	7.95
Speedking A/F	11.00
Speedking Analogue	13.50
Star Probe	13.50
The Bug (black or green)	13.50
Topstar (SV127)	21.50

DataGEM
has supplied computer hardware and software to tens of thousands of satisfied customers since 1987
Amiga Atari PC Sega
*Trust **us** to have all you need*

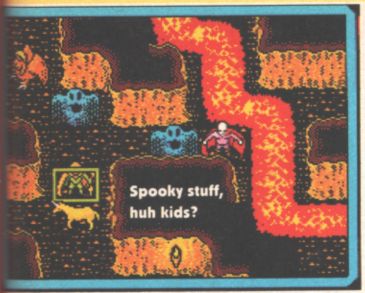
071 608 0624
Fax:071 608 0688

DataGEM Ltd
Cheques and Postal Orders
Department AP, 23 Pitfield St, London N1 6HB
Orders against cheques with valid guarantee card numbers will be despatched immediately, otherwise upon cheque clearance.

All prices include UK postage and VAT and are effective until 31st December 1993.
On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken subject to our standard terms and conditions. E.&O.E.

BUDGETS

Feeling poor after the festive season? January and February may be the coldest and slowest months of the year but with a very small amount of money there's all sorts of fun to be had with your little vanilla wonder machine. So take heart and read on through our indispensable guide to what's worth buying on budget.



LORDS OF CHAOS

Game: Lords Of Chaos
Publisher: Buzz
Price: £9.99
Release: Out Now

This came in the office at the same time as *Laser Squad* (see next page), from the same people and by the same programmer, and if you whack it in the Amiga and play it, it's easy to see the similarities. Both games use an action point system for moving characters, both are combat based and both can be played as one- or multi-player games. *Lords Of Chaos* takes a fantasy theme though, putting you in the role of a wizard who has to battle against other wizards to reach a warp hole. There's another big difference between the two games as well. This one's not up to much.

As well as having a limited number of action points for movement, you also have a large slice o' Mana, which is the magical force that allows all things mystic. With it you can create monsters and animals ranging from bears and goblins to lions and flying horses. The idea's to use these creatures to do battle with your opponents while you wander around searching for hidden treasures, weapons and magic power ups, and with up to four players this is quite fun. Nothing spectacular, you understand, but considerably better than, say, staring at the sun for an hour or so, without blinking. Unfortunately the game looks like a conversion from an 8-bit machine.

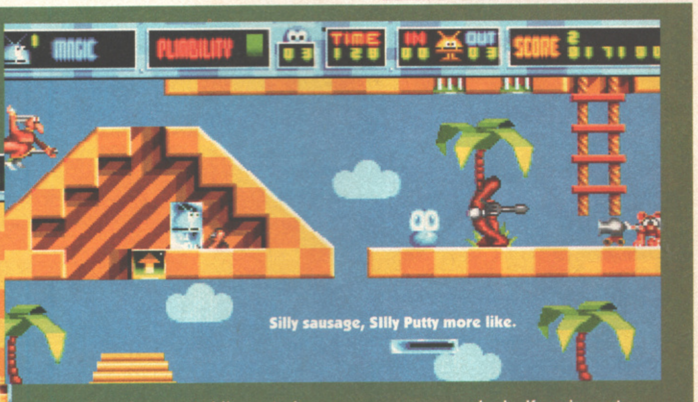
● ***CAM WINSTANLEY***

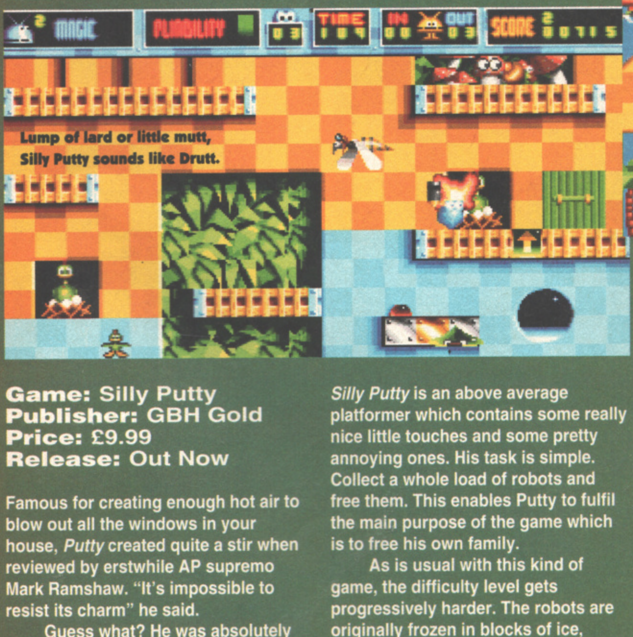
THE BOTTOM LINE

The four-player system redeems it, but 8-bit graphics, hideously cliched fantasy characters and lack of atmosphere drag the score right down. Oh, and did I mention it's as dull as dishwater? I shouldn't bother with this if I were you - get *Laser Squad* instead.

47 PERCENT

PUTTY





Game: Silly Putty
Publisher: GBH Gold
Price: £9.99
Release: Out Now

Famous for creating enough hot air to blow out all the windows in your house, *Putty* created quite a stir when reviewed by erstwhile AP supremo Mark Ramshaw. "It's impossible to resist its charm" he said.

Guess what? He was absolutely right. Review over, pack up my bags, refer you to AP18 to take a look at the full review, while I go and do something more interesting instead.

You haven't read AP18? Good. In that case, all I need to do now is cunningly reword Mark's review and pretend it's all my own work. *(Oh no you don't. – Ed)* Oh, okay then, I'll tell you what I think.

Silly Putty is an above average platformer which contains some really nice little touches and some pretty annoying ones. His task is simple. Collect a whole load of robots and free them. This enables Putty to fulfil the main purpose of the game which is to free his own family.

As is usual with this kind of game, the difficulty level gets progressively harder. The robots are originally frozen in blocks of ice, awaiting your Super Putty punch to free them and your Super Putty absorption to carry them off to potential freedom. On later levels the 'bots are no longer constrained by the ice and tend to fall over and kill themselves accidentally, making the game harder to play.

Silly Putty is an enjoyable romp. First the nice little touches. The animation of our erstwhile central protagonist is excellent. His viscosity is lucidly fluid as well as being incredibly humorous. Putty is more pliable than other amorphous game stars and can use this ability to ease his access to other platforms, avoid baddies, absorb baddies etc.

One of the drawbacks to Putty's suppleness is the manner in which you have to use the fire button in combination with the different directions of the joystick. Put simply, this means that, unavoidably, it's up to jump. When you consider that you won't always have to jump to go up, (you could opt to stretch for example), it's not such a fatal flaw, merely a lethal one. *(What? – Ed)* There are too many instances where you have to be in a near pixel-perfect position before you can jump and reach another platform, and up-to-jump compounds the problem. Even more annoyingly, when you try to punch someone, unless you get the timing just right, you end up stretching to the side, which can affect your chances of success annoyingly. If you've got a joystick that relies on movement from the wrist, then may the compassionate Buddha help you. It's going to be a pain (probably literally) to get some of the essential moves and jumps just right.

Littered throughout every level that you play are various denizens who mean to do you harm. The sounds they make are reminiscent of Trapdoor creatures. Imagine Drut and the silly little noises he vocalises. Got it? You've just sussed what Silly Putty's like.

Putty is a great game. Aside from the minor control niggles, I love it.

● ***STEVE McGILL***

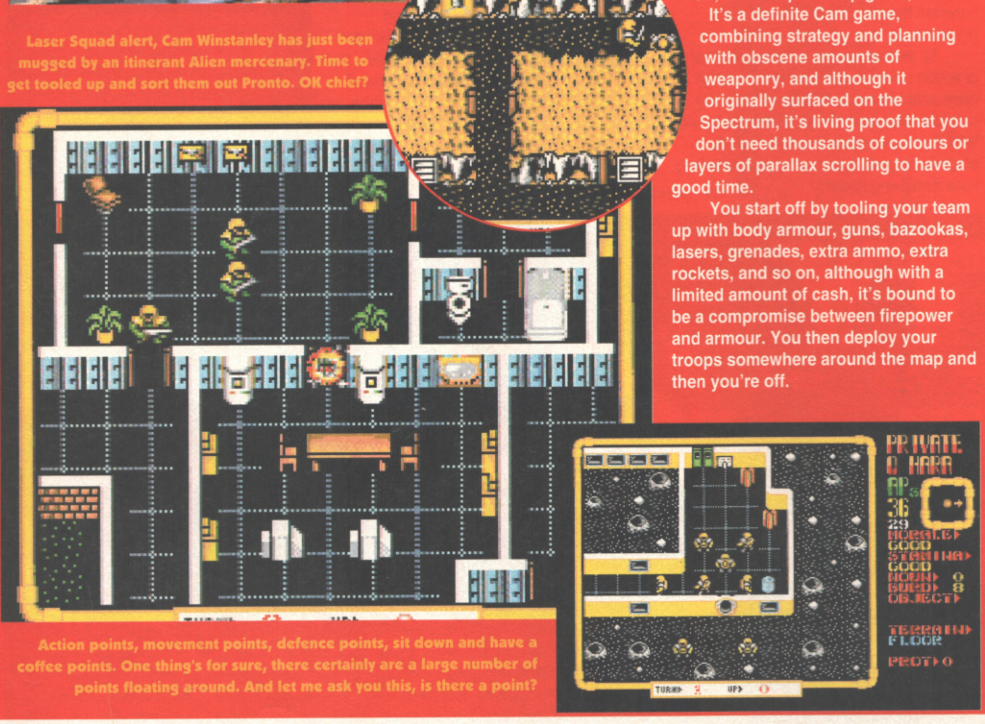
THE BOTTOM LINE

Lots of fun to be had. Very cartoony. The sounds are jocularly hilarious. Challenge/difficulty ratio is just about perfect. At this price, there's no reason for missing *Silly Putty* the second time round.

86 PERCENT

LASER SQUAD

Laser Squad alert, Cam Winstanley has just been mugged by an itinerant Alien mercenary. Time to get tooled up and sort them out Pronto. OK chief?



Action points, movement points, defence points, sit down and have a coffee points. One thing's for sure, there certainly are a large number of points floating around. And let me ask you this, is there a point?

Game: Laser Squad
Publisher: Buzz
Price: £9.99
Release: Out Now

One of the real joys of this job is being pounced on and mugged by brilliant budget games whose existence I wasn't previously aware of. Take *Laser Squad* for example – after an hour of playing it I was totally hooked and shouting "Look at this Stu, check this out Steve" across the office. Being old timers in the Amiga scene, they just glanced over my shoulder and went "Oh, *Laser Squad*. Top game, that."

It's a definite Cam game, combining strategy and planning with obscene amounts of weaponry, and although it originally surfaced on the Spectrum, it's living proof that you don't need thousands of colours or layers of parallax scrolling to have a good time.

You start off by tooling your team up with body armour, guns, bazookas, lasers, grenades, extra ammo, extra rockets, and so on, although with a limited amount of cash, it's bound to be a compromise between firepower and armour. You then deploy your troops somewhere around the map and then you're off.

The neat idea behind the game is that every soldier's got a limited number of action points, which are soaked up by moving, changing weapons, opening doors or any action. In this way, the action's not real time, which leaves you plenty of time for strategy. Things get tense because the game uses a line-of-sight system for spotting the baddies (be they enemy troops or robots) so if you enter a room and it looks empty, it might just be because they're behind you, or round a corner. With this in mind, paranoia reigns supreme, because if you use up all your action points and the enemy spots you, then you're a sitting duck. However, if you plan ahead and leave some spare, you get a chance to blast them as the wander into view, and then nick all the gear off their smoking corpse.

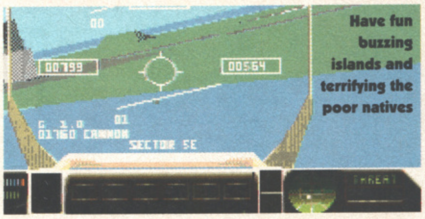
It's scary because you never get to see what the enemy's up to, so it pays to sweep through areas, chuck grenades into rooms and be afraid. Very afraid. Once you've been cut to shreds a few times, you learn the strategy of placing back markers and scouts, and always saving action points in anticipation of the unexpected. This spookiness falls apart a bit in two player mode unless you turn away from the screen during your opponent's turn, which is a bit naff. There's only five different scenarios which is another weakness with the game, but with seven different difficulties on each you're getting a challenging, diverse and thoroughly fun game, for a tenner. Bargain city.
● *CAM WINSTANLEY*

THE BOTTOM LINE

Want a strategy game that zips along at a cracking pace? Fancy tooling up with shotguns and lasers and grenades and then stalking your friend around mazes? Try this then, it's good clean family killing in either one or two player mode, and even with only five scenarios, you'll still get your money's worth.

84 PERCENT

Ah what glorious, slick mega death potential.



Have fun buzzing islands and terrifying the poor natives

The Sandman will have to fight me if he wants his helmet back.

F-29 RETALIATOR

Publisher: Ocean
Price: £12.99
Release: Out now

I have to confess that *F-29* has always been one of my favourite flight simulators. It's one that I got when it came out and that I am still playing occasionally three years on. I think the reason that it has such a lasting appeal is it's versatility. The two planes, the Advanced Tactical Fighter F-22 and the Forward Swept Wing F-29, are both very easy to fly and offer you a significant advantage over your opposition. There is a wide variety of missions to choose from, which increase in difficulty at just the right pace, and there are four areas to fly in; Arizona, Pacific Islands, Middle East and Europe.

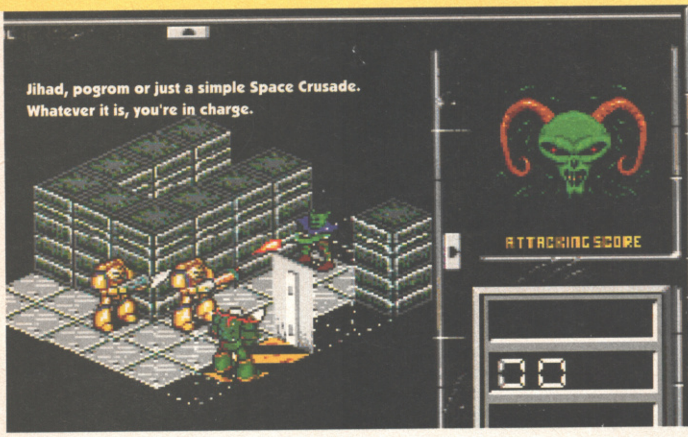
The graphics are better than average, the sound's okay and the only real reservation I have is that the controls are just a tiny bit sluggish until you get used to the idea of steering slightly before you want something to happen. The problem then is remembering to correct yourself or you suffer from chronic over-steer. This, sadly, is usually fatal.

The real cure for the sluggishness would be running *F-29* on the A1200. Unfortunately this does not work at all, as *F-29* will only run on A500s and A500 Pluses. What a bummer.
● *STEVE FARAGHER*

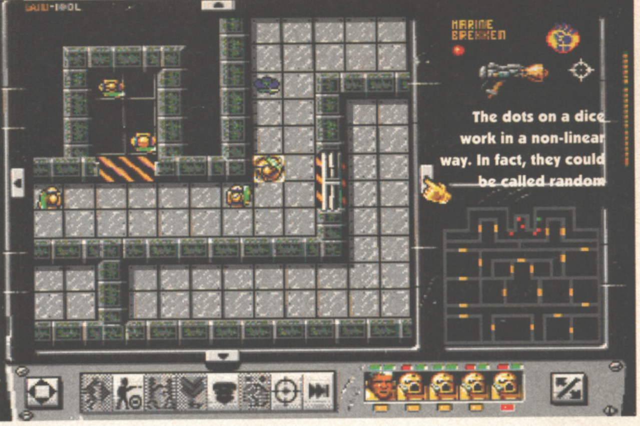
THE BOTTOM LINE

If you haven't got it already it has to be irresistible at this price. One of the most complete flight sims you can buy (for the A500 that is).

78 PERCENT



Jihad, pogrom or just a simple Space Crusade. Whatever it is, you're in charge.



The dots on a dice work in a non-linear way. In fact, they could be called random

SPACE CRUSADE

Publisher: GBH Gold
Price: £9.99
Release: Out now

Okay, how about this for another of those refer-back-to-issue-12-for-the-first-time-around-review quips? The game that I've taken a look at today is an oldie from the Gremlin stable; *Space Crusade*.

Now, *Space Crusade*, as a lot of you will know and others won't, is a conversion of the board game of the same name. The good thing about board conversions (some would argue the opposite) is that the computer takes care of all the boring bits like rolling dice, looking up tables to see the result of the dice throws, stacking cards etc. Not having played it, I can't say for sure that *Space Crusade* is true to the board game, but assurances have been issued by people who are in the know that it is.

It's a game for one to three players, each of the players controlling a commander who in turn controls a squad of space marines. They look like Games Workshop figurines minus the varnish. There are 12 missions, each of which can be played as one-offs or the whole 12 linked together, the player with the most points at the end wins.

To make the job easier for your marines, they've got several different types of weapons at their disposal; assault cannons, missile launchers etc.

I suppose that not having played the board game puts me at a disadvantage, but I found the combat system (whereby you rely on the random generation of numbers) far too arbitrary to accept as a believable result.

Apart from that, *Space Crusade* is a fun game, all the more enhanced with the addition of a few of your friends.

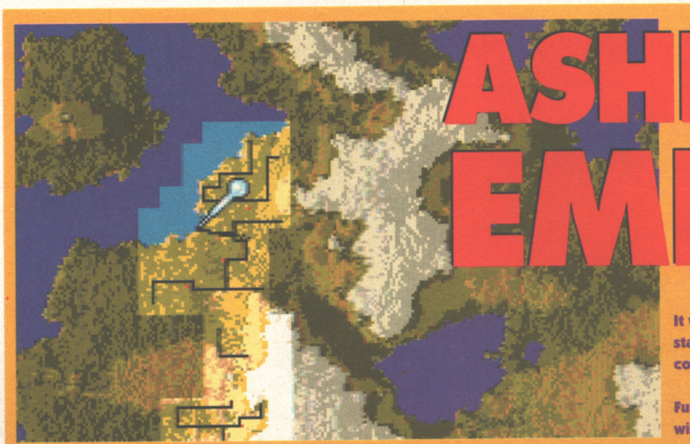
● *STEVE McGILL*

THE BOTTOM LINE

Not everyone's cup of tea, but at the budget price of £9.99 it's definitely worth a look. Oh, and it'll work with the A1200, but you'll have to send your original disks to Gremlin to change them.

76 PERCENT

ASHES OF EMPIRE



It was an assassin from the Balkans who started the First World War. The Balkans could be trying for third time lucky.

ASHES OF EMPIRE

Funny domed buildings, red flags, right wing extremists. Dissolvable parliaments and war seem inevitable. Happy Valentine everybody.

Game: Ashes Of Empire
Publisher: Action 16
Price: £16.99
Release: Out Now

Now this is the first example I've ever come across where a game's been overtaken by historical events. I mean, when you play things like *Wing Commander*, you never think that mankind might actually end up in conflict with vicious cat like aliens, but when this little fellow was written, I can't see that events in the ex-Soviet Bloc were any where near as bad as they are now. It's therefore either very lucky or extremely prescient of the writers to come up with such a contemporary theme. The game's set in the mythical realm of the Confederation of Syndicalist Republics, but the clues are all there (funny domed buildings, red flags and an expansive Balkanised superpower) for you to stop thinking CSR and start thinking USSR.

The idea's for you to work your way inland from a coastal province, sorting out everyone's problems and generally getting the idea that peace and harmony are much better than eyeing each other suspiciously across bargaining tables while thumbing big red buttons marked 'Nuke.'

It sounds a bit of a tall order, but in practice the game works quite well, or at least the negotiating bits do. As you move into each province, you've got to make friends and influence townsfolk and civil leaders. You can attempt this by pledging loyalty, being peaceful or even threatening violence. Which ever way you do it, you've only got a set time to pacify the correct number of republics by setting up ruling buildings, destroying existing military factions and getting the support of all ethnic minorities.

Oddly enough, there's also a vector graphics combat section, which can be a tad jerky on the standard Amiga and also seems entirely out of place on a strategy game. These bits are okay, but once you've immersed yourself in all the political aspects, they just get in the way after a bit. Despite that, there's still enough to keep strategists going all the way through to summer.

This is another of those games that I'm really glad has come out on budget so that I have had a chance of finding out how good it is.

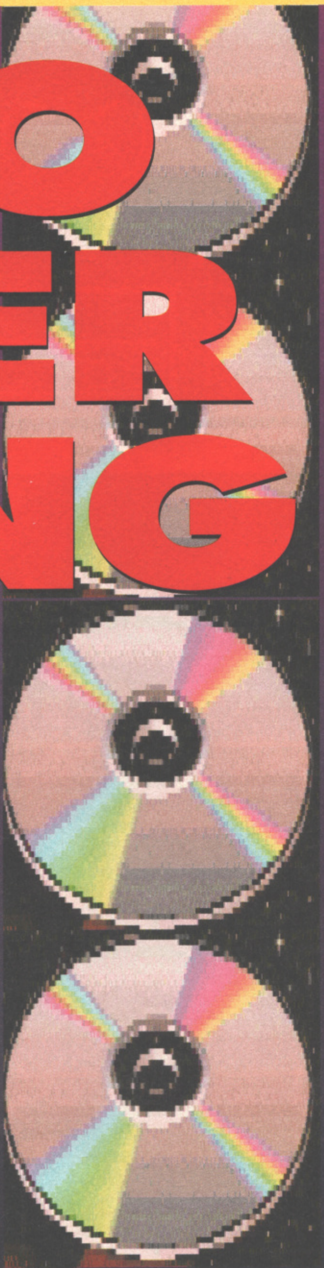
● *CAM WINSTANLEY*

THE BOTTOM LINE

The amount of detail in the manual's possibly over the top, and it would have been nice if the combat section was optional, but there's a good balance of strategy and role playing that'll keep you going for hours and hours. It's a bit pricey but it's still a fine game.

78 PERCENT

HI-HO SILVER LINING



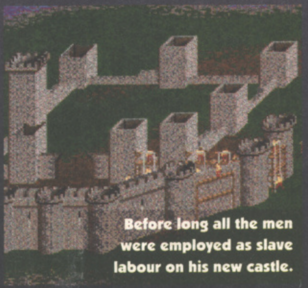
Sometimes, Stuart Campbell feels like he's the luckiest boy alive. He's certainly the one with the biggest collection of CD32 games, and no mistake, matey.

How the peasants celebrated when they discovered they had a new tyrannical overlord.

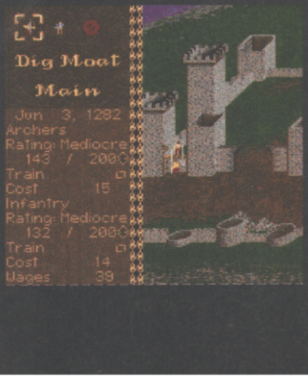
CASTLES 2

Interplay, £29.99

A value-for-money improvement here, as Interplay's 14th Century strategy game gets stuck straight onto CD with (as far as I can tell) no changes whatsoever, but at £5 less than the floppy version. Unfortunately, this was a game that really did need a bit of tarting up, because as it stands it's just way too dull to shine against the dozens of reasonably lively strategy games that the Amiga's already blessed with. Not a great way to show off your new machine.



Before long all the men were employed as slave labour on his new castle.



Those that were unwilling to work were soon pressed into the army that they might have the honour of dying for their lord.

THE BOTTOM LINE

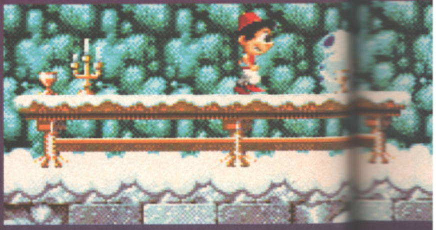
CD32 Wasn't much fun before, and sadly isn't much fun now. Sorry.

45 PERCENT

ARABIAN NIGHTS

Buzz, £14.99

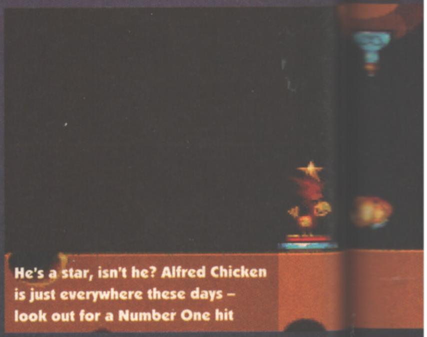
I hadn't really had the chance to play the original floppy version of this very much, so I was quite excited at the idea of getting into it properly on the CD32. And how right I was – it's a corking little platformer, made significantly better by the use of the joypad buttons, which are even redefinable so you can choose your



ALFRED CHICKEN

Mindscape, £25.99

This takes the prize for the month's most-improved-on-the-CD32 game, with the addition of some pleasant



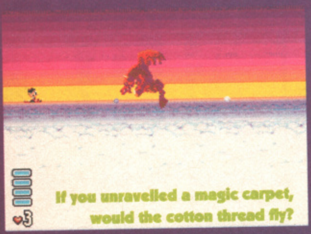
He's a star, isn't he? Alfred Chicken is just everywhere these days – look out for a Number One hit

JOHN BARNES EUROPEAN FOOTBALL

Buzz, £14.99

This, on the other hand, I played quite a lot first time round, and I was hoping fervently for a few obvious improvements from the CD version. Sadly, they weren't forthcoming, so this is still predominantly a frustrating game to play, with jerky scrolling only serving to exacerbate the annoying over-precision with which you have to

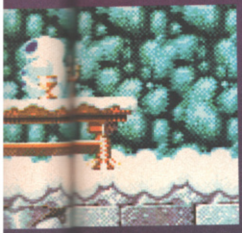
Rather like poor John himself this game just doesn't have the bottle to make it on the international scene. *(Says Steve – Ed)*



If you unravelled a magic carpet, would the cotton thread fly?

Aren't they a little young for these saucy goings on?

own favourite combination for jump, attack and menu access. The gameplay comes somewhere between *Super Mario World* and *Dizzy*, with puzzles set at just the right level of difficulty to not be obvious, but not seriously impede your progress. The only bit I don't like is the gratuitous and slightly nob shoot-'em-up level in the middle, but it's nowhere near bad enough to ruin the game. There aren't any noticeable CD32 improvements, which is a shame, but hey, it's a brilliant game all the same.



Okay, this may be a dreaded slippy slidey ice world, but at least you can hunt for spiky shoes.

THE BOTTOM LINE

CD32

Lovable and lovely platformer, and at a bargain price to boot. Put it at the top of your CD32 shopping list. Well, after the CD32, then.

88 PERCENT

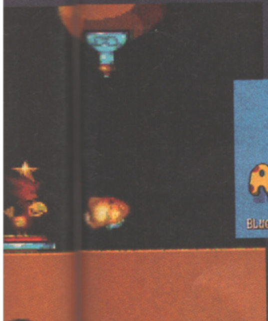
parallax-scrolling backdrops that weren't in the rather sparse-looking A500 version, as well as the usual CD soundtrack and 256-colour graphics. Otherwise it's the same limited-but-likeable platformer that it always was, but, as with *Zool*, the backdrops somehow give it a much more grown-up, complete feel and make it tangibly nicer to play, so I'm going to bump up the mark a little bit.

THE BOTTOM LINE

CD32

Oh, and hurrah for Mindscape for actually improving the game but not being tempted to slap an extra fiver onto the price at the same time, too. Well done.

75 PERCENT



ALFRED CHICKEN
Blue for options. Red to play

It's also time Alfred made his move on the leadership of the tories, we reckon.

I mean, he's just irresistible, the little cutey. We can't get enough of him.

approach the ball in order to make your players collect it. The computer's selection of 'player nearest the ball' is still one of the worst I've experienced from computer soccer, and the simple task of kicking the ball is still ridiculously more complicated than it ought to be, even with the joypad buttons helping out control-wise. The last drawback is that it's still based on the 1992 European Championship finals, which means that as well as feeling very out-of-date, you only get a very limited selection of eight teams and one tournament set-up to choose from. This *has* been enhanced for the CD32, with a really nice crowd-noise soundtrack, but it needed more than cosmetic tampering.

The wall looks pretty solid but – oh no, Koeman chips it over.

THE BOTTOM LINE

CD32

Sensible Soccer should be hitting the CD32 any minute now, so wait for that instead of this pretty-but-flawed effort.

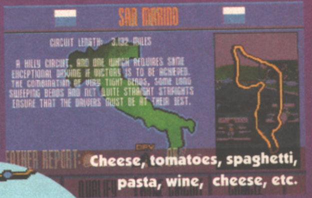
56 PERCENT

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin, £29.99

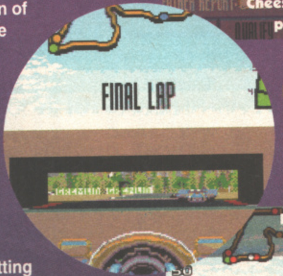
I'm beginning to get a bit worried by the way that old Amiga games are getting re-released for the CD32 in basically unaltered form, but having their prices hiked up by four quid. A CD costs less to make than 2 floppy disks (which is how many the £25.99 A1200 version of Nigel Mansell's came on), so what's the excuse for a price increase when the game (in this incarnation) is now seven months old? You'd expect it to be ready for a compilation/budget outing, not to be getting more expensive as time went on. And don't tell me the CD soundtracks cost a fortune either, because I won't believe you.

Anyway, this is more or less the same game as the A1200 version before it, but with better (sound-quality-wise, at least) music, and as such I don't particularly like it. It's very fast and the graphics are impressively big, but it's miles too easy and it's got no character about it at all. This month's *F1* outstrips it in pretty much every department, but Nigel's is more or less the only CD32 racing game out right now so if you really can't wait for some driving action, I suppose it's your best bet.

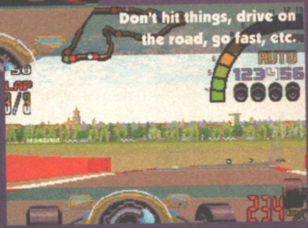


A HILLY CIRCUIT, AND ONE WHICH REQUIRES SOME EXCEPTIONAL DRIVING IF VICTORY IS TO BE ACHIEVED. THE COMBINATION OF VERY TIGHT BENDS, SOME LONG SWEEPING BENDS AND NOT QUITE STRAIGHT STRAIGHTS ENSURE THAT THE DRIVERS MUST BE AT THEIR BEST.

Cheese, tomatoes, spaghetti, pasta, wine, cheese, etc.



It's hard to believe, but Mansell won TV Sports 'Personality' of the year twice. Hah!!



Don't hit things, drive on the road, go fast, etc.

THE BOTTOM LINE

CD32

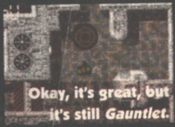
Hang on for some better alternatives, that's our advice. (And you don't even get Nigel's voice in 'Improve With Mansell' mode).

50 PERCENT

COMING IN THE AIR 'TONIGHT'

If you're wondering why you haven't seen the promised range of Team 17 CD32 re-releases at £14.99, it's because they won't be coming out. Don't panic, though – complaints from shops about the low profit margins on CD32 budget games led the Wakefield boys and girls to have a bit of a rethink, and the four games which were due to come out at the 15 quid price point will now be released in two packs of two games each, selling for £24.99 which means that they're actually even cheaper. The first pack contains straight ports of *Alien Breed Special Edition* and *Qwak*, the second's got *Project-X Special Edition* and *F17 Challenge*, and they'll both be out in early February. After that, Team 17 promise a specially-written version of *Body Blows* (possibly called *Ultimate Body Blows*), which will feature the original *Body Blows* and *Body Blows Galactic* all crowbarred together into one gigantic beat-'em-up, and should be out mid-March.

Next month we'll have a review of MicroProse's *Pirates Gold*, which we've actually got in our hands now but didn't have time to review, and hey, who knows, maybe even the long-delayed *Microcosm*. Bet you can't wait.



Okay, it's great, but it's still *Gauntlet*.

Sword versus fists – Surely that's a foul, ref? Tool up with a shotgun, Nik!

POINTS OF VIEW

Through the wind, rain and 'flu your Amiga Power team has struggled to bring you another miraculous selection.

	 COOL SPOT	 F1	 BUBBA 'N' STIX	 CAMPAIGN 2	 STAR TREK	 SKIDMARKS	 FURY OF THE FURRIES	 GOBLINS 3	 DENNIS	 SIMON THE SORCEROR
STUART CAMPBELL	Ooh, Faye Dunaway ★★★★★	Driving game of the year. ★★★★★	Sticky but not brown. ★★★★	Haven't played it	Haven't played it	Not bad for BASIC. ★★★★★	Another great glob game. ★★★★	Goblins 1&2 more like. ★★★	Film licence challenge. ★	Didn't get my hands in the air. ★★★
CAM WINSTANLEY	Ho hum port of an average game ★★	Two player Vroom ★★★★★	Twig Tastic. Sorry! ★★★★	50 years of combat. All crap ★★	Haven't played it	Flawed Genius. ★★★★	Top puzzley action. ★★★★	Goblins 2 more like. ★★★	A true classic. ★★★★★	Haven't played it.
STEVE FARAGHER	Too cool and spotty for me ★★★	Haven't played it (poor Steve)	I'm still laughing. ★★★★	Wake me up next year. ★	Haven't played it.	Get off. It's still my go. ★★★★	Sweet 'n' smooth. ★★★★	Splendid Gallic nonsense. ★★★★	Go away, I'm busy. ★	Ho Ho, Ha Ha, Hee Hee. ★★
STEVE MCGILL	Not a fool's spot. ★★★	Faster than a speeding.... ★★★★★	Coffee 'n' Twix more like. ★★★★	Cam's pain too more like. ★★★	Haven't even seen it.	Q-B-splining fun. ★★★★	Cute, French and tasty. ★★★	Gobble, Gobble, Gobble. ★★★	Not cute, just menacing. ★	Mystical Mayhem. ★★★
JONATHAN DAVIES	I don't believe they're still doing this.★★★	I thought I stopped it last month. ★★★★★	(Sigh) Well if I must. ★★★★★	Haven't played it.	It's no Dalek attack is it. ★★★	That's a bit juvenile isn't it. ★★★★	These star ratings are random. ★★	Stuart rolls a dice, ★★★★★	And chortles as he does it. ★★★★★	I don't think it's very funny. ★★★
PRINCESS DIANA	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.

ON SALE 17TH FEB

NEXT MONTH

BAR THE SHOUTING

Next month we expect to be reviewing *Microcosm* (not) as well as several other exciting projects that the software publishers waited until just after Christmas to release (some hope). Apart from that we'll be as tasteless and vulgar as ever and probably a few weeks later than expected. Still, that's life mateys.

DO THE write thing

As it's still the season of goodwill in the AP office we've decided to dish out a free game to everybody who's had a letter printed this month – who says we're not lovely? The prizes will, of course, be no reflection of our opinion of the letter and its writer as we are professionals. So Llars Erik *will* be getting something really good. Honest.

● **Address your letters to: AMIGA POWER,**
30 Monmouth Street, Bath, Avon BA1 2BW

'CONVERT MY OLD FLOPPIES'

Dear AP,

Your 'Ask AP' section last month was really funny, please do another. Here are some possible questions:

(1) Will there be a piece of hardware which will convert my old floppies to CDs?

(2) It's really annoying on long car journeys without my Amiga. If I bought a battery pack and portable TV, could I convert my Amiga to a lap top?

(3) What's the difference between a CD32 and an ink jet printer?

(4) Will there be a CD drive for the C64 or the Vic 20 to turn it into a CD32?

Michael Kay, Scarborough

Oh no. Look, we really weren't trying to encourage this kind of thing, Michael.

'ANY VEGETABLES, FISH OR TACKY'

Dear AP

Picture the scene: Mars, the year 2076. Arnold Schwarzenegger, disguised in an electronic mask, approaches Mars customs.

Customs Officer: How long do you intend to stay on Mars?

Arnie: Two weeks.

Customs Officer: And have you any vegetables, fish, or tacky Euro-Disney souvenirs on your person?

Arnie: Two weeks.

Customs Officer: I see. And finally, how late was the December issue of AMIGA POWER in going on sale?

Arnie: Two weeks.

Customs Officer: What? Surely you jest?

Arnie: Two weeks.

Customs Officer: But... How did AP's loyal readers survive? How did they cope?

Yours 'Bring AP out on time next month-ly' Rick 'Linguistically Challenged' Doidge, Solihull

PS And yes, I realise that I've got a bloody stupid surname, so don't give me a hard time about it, okay?

'WAS IT YOUR FAULT?'

Dear AMIGA POWER

ZZZZZZZZZZZZZZZzzzzzzzzzz. That was the noise of me waiting at my letterbox for the past week. I was, of course, waiting for your magazine. You said it would be out on the second Thursday of November, which was the 11th, and I'm now writing this on the 18th. It's not in the shops either, so all I want to know is where on Earth is it? Was it your fault for not making the deadline or was it the printer's fault? Just tell me!

Thanks, Jamie Whitmore, Worcester

And so on... We're incredibly sorry about the December AP going out so late (implausibly, we've had more letters about it than we've had on any other subject in one month ever), but it really honestly wasn't our fault. What happened was (are you sure you're actually interested in this?) the people who print the labels for the coverdisks lost the files we sent them, then forgot to tell us until a fortnight later, which meant there was a week's delay before we could get the disks duplicated and labelled. This meant that we did actually manage to get a few hundred copies to the FES (we're usually printed a week before the onsale date, y'see, so we had some leeway), but they sold out on the first couple of days, and when the rest of the issues arrived at Future, our distribution bods sort of forgot to send them out, and the way newsagents' deadlines work meant that we then had to wait until the following Thursday to go on sale. Or something along those lines, anyway. The knock-on effect was that to give the December issue a chance to sell, the January issue on-sale date was also put back a week, but hopefully the issue you're reading now should have seen us back on schedule. But hey, thanks for caring – we're touched, really.

'GIVEN IT EXTRA PUBLICITY'

Dear AMIGA POWER,

I am writing to comment on your decision to remove the poppy from the December edition. Personally, I think you should have kept the cover. I am in the Royal Air Force and have just done a Remembrance Sunday parade, yet I find no reason to be offended by the use of a poppy on your magazine.

The very nature of the words 'War has never been so much fun' tells us that war's no laughing matter, which I realise, as I personally came very close to being sent to the Gulf during the Gulf War.

Anyway, the reaction of the press to the game *Cannon Fodder* has given it extra publicity which it wouldn't have had otherwise, so the press have really shot themselves in the foot. Next time, stick to your principles and tell the establishment to get stuffed, or get a life.

Yours sincerely, Mark, N. Yorkshire

We'd have liked to, Mark, but if we'd done that you'd never have seen the December issue, and none of us wanted that.

'GOLDEN AGE OF MATT BIELBY/BILBERRY'

Dear AMIGA POWER

Just writing a quick letter in support of Mark Bobowicz. It's obvious that all Amiga owners and AMIGA POWER readers are obsessed with their computers. We have no life, we don't do anything else. Never meet people, watch TV (except for Gamesmaster and Bad Influence) or listen to music or go out. We are all sad cretins who never do anything else but play computer games. Yeah right, get a life Mark.

Anyway, I'm now going to talk about games, although afterwards I may listen to some music or see a film, or heaven forbid – read a book. Hope I haven't caused any offence there. Yes well, as I was saying, games. I remeber the days when AMIGA POWER used to endeavour to review every Amiga game, but now you don't. I mean, this job should be easy – there aren't that many any more. Take *Air Buck 2 1200, Championship Golf A1200, Mean Arenas, Civilisation 1200* and many others, what happened to them? Is it because the softies have got stingy, or stopped sending review copies like US Gold have done? (By the way, great review).

Moving on, why doesn't Linda review games, and I notice Stuart's quota drastically cut down, why? Both are great at it, and despite what many say, so is Cam. And one final point. Your interview with Matt Bielby reminded me of the Golden Age of Matt Bielby/Bilberry. He was a good editor, but he wouldn't know a good game if it came up to him, jumped up and down and shouted "I'm *Pinball Dreams*!" So please, let's forget the dead, or at least those who have moved on, and remember the living. Oh yeah, why's AP always so bloody late? I had to wait until

EVEN BETTER PRIZE winner

'SARCASTIC, OBNOXIOUS AND ARROGANT'

Dear AP

For the last two years I've owned an Amiga, but the one thing I miss from the days of my youth is *Boulderdash* on the Spectrum. I used to be fanatical about this game and recently saw a PD library offering over 100 versions of said game. The question is : Are any of them any good, 'cos I'm not going to fork out my hard earned cash for a pale copy of a classic game. So can you tell me which of this bewildering bunch is the best buy?

I'd also like to add that when you answer letters you are the most shamelessly sarcastic, obnoxious and arrogant (*We can't print this word. – Ed*) around. I love it, the best cure for a Sunday morning hangover there is, so please keep up the good work.

Cheers, Iain Aitken, Glasgow

We like one called Flaschbier, *Iain, but there're lots of good ones. It's only PD, why not take a chance? I mean, what are you, tight or something?*

DO THE write thing

Nov 24th to get issue 32 – something to do with a little red flower. A p***y perhaps?
Yours Richard Downs, Worthing

Ooh, questions, questions, questions. Air Bucks 2 1200*? We've never even heard of it, sadly. Bit of poor PR there from someone, we reckon.* Championship Golf*? If you mean the Ocean game reviewed in some other mags, this isn't actually ever going to come out (bug problems and crap-gameplay problems), so we didn't see much point in a review.* Mean Arenas *you're right about, but we'll be going to the shops for that one soon, and* Civilisation A1200 *just kept on being delayed and delayed, but it's in this very issue – hooray. Linda's on loan to our sister magazine Sega Zone as Consultant Editor while she continues recovering from illness, and Stuart's running the mag so he sometimes hasn't got time to do quite as many reviews any more.*

'NOOOOOO! PARKING TICKET – £20!'

Dear AP
I thought that I had better write in and tell you how disgusted I am at the rising cost of your magazine. Your latest issue has just cost me £24! There I am, going into the newsagents on Nov 11th looking for your December issue and it hasn't arrived! I decide that this is ridiculous and go into town to get it from WH Smith, park on a 10 minute parking zone because Smiths is only two minutes away, and set off to get the mag. It has to be there, I tell myself, but it isn't! Right, I'm really fed up at this point, so I try HMV and it's in! Quickly, I buy it and head back to the car – Nooooooo! Parking ticket – £20!

That's the most expensive magazine I've ever bought, and then to top it all off, I catch the traffic warden and try and explain, but he won't have any of it. He's a SNES owner and says that it serves me right.

But I know that the Amiga's the one for me, because AP's got a whopping great 94% review of *Cannon Fodder* in it, so I decide to go and get the game. I park in a longer zone (of course none of this would have happened if AP had been out on time) and go to get *Cannon Fodder*, but to my dismay I haven't enough money to buy it because the mag cost me so much.

As you've probably gathered by now, I'm feeling very upset and distraught about the whole situation, and I begin to wonder whether AP is on my side or not – I don't even have any luck in competitions either.
Yours pauperishly, Nicholas Senior, York

'PEGGED IT BACK TO THE TROUGH'

Dear AP,
I know I should've written this earlier, and it seems a long time after the event, but it's just that it's been bothering me. I've tried to forget it by reading other magazines such as WWF and Manchester United Magazine, but these did my head in even more.

Each time I turn to Who Do We Think We Are? I see his face, shaven head, black hair on top, sunglasses. Yes, Stuart Campbell, the man himself, and each time I see it, it brings back a memory of that day.

I was walking down to the Melody Maker tent at a leisurely pace admiring all the beautiful people listening to such wonderful music, when a leather jacket pushed me aside like yesterday's laundry. Who was this Hard Lad who thought he could push me around and go unnoticed, was it..? Surely not? From behind I swear I knew that famous haircut, so it must've been. I pegged it back to the trough (the men's loos) turned around and looked carefully, it had to be Mr Campbell.

Of course, I was at the Reading Festival, but had I just brushed shoulders with the Man himself? This question still keeps me awake at nights, and only one man can answer it. Stuart, did you go to this year's Reading Featival? Please tell me or I may never be the same again.
Yours, Garren Baker, Godalming

Er, sorry, Garren. It was a hot day, I'd drunk a lot of mineral water, I was in a bit of a hurry, what can I say? But hey, weren't the Boo Radleys good? – Stuart.

'GAMEPLAY WITH A HEALTHY DOSE'

Dear AMIGA POWER
For ten years I owned a Speccy, and bought many computer mags, but especially Your Sinclair, but as the Spectrum diminished into the nostalgic world of Vic-20-dom, I felt the need for a new machine and got an A600, specifically for art and homework (HEM, HEM!) purposes.

Anyway, I've had my Amiga for around 3 months now and I've been searching around for a mag in the mould of the good old, but sadly departed Your Sinclair, seemingly without luck. I've been through flippin' millions of 'em – The One, Amiga Action, Amiga User, Mountain Biking UK, Delia Smith's Cookbook... the list goes on. Not one had the surreal humour and solid gameplay with a healthy dose of techie stuff chucked in that YS had. And then I found AMIGA POWER.

Issue 32 is marvellous and is hopefully the first of many for me. Perhaps the similarities between YS and AP are because of the ex YS writers such as Linda Barker, Stuart Campbell, Jon Nash, and Jon Davies on the team.

But alas! When flicking to the letters page, I find nothing but criticism of my new bible. Oh sure, there was some praise, but people like Mark Bobowicz were slating the stuff that is the very reason I like your mag. What to him is "irrelevant wibbling garbage" is a little-known thing called humour. Without it, reviews would be boring and a real turn off for Amiga gamers. People loved YS because of its wibble and irrelevance, so come on Mark, lighten up!

Then we had Daniel Waddington slating the cover design (although he did it in a nice way) and the ultimate pompous git Ian Marley (who doesn't seem to have any sense of humour) told you to "grow up" when really we should be telling him to SHUT UP and LIGHTEN UP. I mean, no personal offence to these kids, but nobody can have the perfect mag.
Vive La AMIGA POWER!, Richard Stevenson, Killingnorth
PS John, the talking rubber plant, has exploded, milk emulating from his mother's moth-eaten gerbil!

Zucchini!

'IS NOTHING SACRED ANY MORE?'

This letter contains tree fibres, lignine, kaoline and calcium carbonate. Enjoy! You sods!
You gave *Overkill* 84% in AP30! How could you do that? Is nothing sacred anymore? Well, I won't stand for it, I consider the review to be a personal insult. Shut up!

I can still feel the puke flushing through my nose as I read the review. It is impossible to treat me this way! It will not be tolerated!

If you take your jobs seriously, you'll change that review right this minute. Print a disclaimer, for god's sake! Don't force me to come over to the Isles and kick ass!

The next time you stick your slimy noses into a monitor, make sure you know what you're doing. Welsh maggots, that's what you are! Quiet!!
Llars Erik Johnsrød, Norway

It's alright, readers, we don't know what Norway's most famous misogynist is talking about either.

'I USE PROPRINT-WORDSWORTH-WODGERWABBIT'

Dear CANNON FODDER POWER
Cam! What sort of name is that? What are you, stupid or something? Why not use the full title – Camoflage-jacket-with-big-gun-and-pointy-stick? Or maybe something briefer – Camembert? Camel?

Performing the literary equivalent of a curly muffin, I shall now switch to a game of Spot-The-Inconsistency.
- 'Let me tell you a secret. Details. That's the secret... Originality is a very good thing for sure, but it isn't necessary. *F1GP*, original? *Body Blows*? *The Chaos Engine*? Driving game, beat 'em-up, Gauntlet clone, but all great games. It's details, trust me.' AP 28 *Yo! Joe!* review.
- 'Every feature oozes professional programming from the ruthlessly efficient collision detection to the almost illegal

EVEN BETTER PRIZE winner

'DEXTERITY OF A YAK'

Dear AP
Okay, come clean. You've had a ruck with Team 17, haven't you? I first suspected something when *Superfrog* was given a grossly low mark and an over-critical review. Since then your attitude to them has continued in much the same vein. Now your 'freebies' from them seem to have stopped, since your reviews only now appear after their games have reached the shops.

The review of *Alien Breed 2* supports my theory. Great game, superb graphics, sound, gameplay and atmosphere etc, and what do you say? "Far too hard, 81%" Quack quack oops, sorry AP, go back to Old Kent Road. If there's one this that *Alien Breed 2* isn't, it's too hard. I have the gameplaying dexterity of a Yak in a straight jacket, yet I reached level 8 within a dozen or so plays of the game. To draw a comparision, it took me a year to reach level 8 of *Alien Breed 92*.

So why is this? Either I'm right and AP and Team 17 are fighting a new Cold War, or your gaming skills are deteriorating faster than the England football team. Either way, sort it out, as it's affecting your otherwise excellent review standards.

Finally, please ignore the sad gits who complain about the humour in the mag. It's this that makes it so flange-turtley, nine-ironingly, dog-thrustingly good, and you can cover me in lard and call me Gladys if it isn't so.
Lots of love, Alec (Gladys) Gaines, Eastleigh

Team 17? We love 'em. There aren't many people still writing games concentrating on the Amiga, and we think it's great that they do. Sadly, we don't think Superfrog *is a particularly good game (although 78% hardly sounds like a slagging to us), for reasons carefully outlined in the review, and* Alien Breed 2 *is all very nice ('vastly enjoyable', says The Bottom Line of Cam's review), but if you've played the other Alien Breed games there's nothing much new in it for your 30 quid. As you point out yourself, if you've played them intensely, you may well find the new game familiar to the point of easiness. Again, though, 81% hardly constitutes a critical drubbing, at least not in this magazine. And if we were running some kind of vendetta, would we have given* Qwak *88% a couple of issues ago? Don't be daft, Gladys.* Syndicate *is a brilliant game.* Cannon Fodder *is a brilliant game.* F1 *is a brilliant game.* Superfrog *and* Alien Breed 2 *are pretty good. Knowing the difference between the two things is our job, and we'll be round with the lard in half an hour.*

number of Nice Touches (Would it be stretching the English language too far to say that another word for this could be 'details?') We've all seen the game before, haven't we? It's a horizontally scrolling shoot 'em up, so what else can you say about it?' AP31 *D-Hero* review.

Come on AP, at least give the impression you know what makes a good game. Is it details or originality, or both, or perhaps there are some other mysterious factors? Maybe the fact that I finished *Yo! Joe!* the fifth time I played it (*We did say that the infinite continues made it a bit easy. – Ed*), whereas *D-Hero* actually provides a challenge and some lasting gameplay for your money might come into it. *Alien Breed 2* only took a couple of weeks to finish, and that's supposed to be "far too hard." Do you play these games with the monitor switched off? What are you, crap at games or something? I don't object to paying £25 for something that lasts such as *Desert Strike* or *Soccer Kid*, but to fork out for *Putty* or *Wizkid* that only take a few hours is enough to drive anyone to piracy. That and greed of course.

Finally I have a Canon BJ69 Porridge Jet Lasers On Stun Printer, but when I use ProPrintWordsWorthWodger Wabbit 4 and select option 6 to Print Flans all that appears on the screen is the message 'An Egg.' Will this problem be resolve by using a crayon instead?

Thanks for the entertaining magazine, Richard Hatt, Chandler's Ford

Stuart says: "Hey, they were different reviews by different people, Rich. Aren't we allowed to have different ideas about what makes a game great? What a dull world it would be, etc. And where does your bit from D-Hero *mention originality being the most important thing anyway? And difficulty is subjective, too – I've heard people complain about* Crazy Cars 3 *being too hard, but I finished it in a day. I still love it, though, and the same goes for* Putty *and* Wizkid *– if a game's good enough, you can play it over and over again. And I hardly think taking a couple of weeks to finish* Alien Breed 2 *(a game which, let's face it, everyone was already extremely familiar with) qualifies it as easy."*

'WHAT'S CAM SHORT FOR ANYWAY?'

Hi there all you shiny APpy people (arf!) Mark, Cam, Mark, Cam, Mark, Cam... It's no use! No Matter how many times I say it, the two names just won't merge. So what I want to know is how the bloody hell did Mark become Cam? What's Cam short for anyway? Cameron? Camilla? Cameleon? Cambodia?

Yours, Kirsten Gillespie, Glasgow

All of the above.

'AND I'M A HOT SEXY CHICK'

Dearest Darling AMIGA POWER

I have a couple of questions for you, and I'm a hot sexy chick so you'd better answer them pal!

1. Will *Peter Beardsley's Football* be released for the A1200 or CD32?
2. Why haven't we got *X-Wing*, *Strike Commander*, *Underworld 2*, etc?
3. I'm in love. Let me kiss you all.

DO THE write thing

Cheers loonies.

Mad, but sickeningly sexy and full of lust, Sarah Whitchurch, address withheld.

1. Don't know.
2. Because they're PC games.
3. That's not a question. But alright then.

'TROUBLE WITH MY SPONGE PUDDING'

Dear Radically dynamically brilliantly different AMIGA POWER

I just simply had to write a letter! It's been half an hour since I read the 'Ask AMIGA POWER' section in issue 32, and I haven't stopped laughing. How can you say that it was a one-off, lines like "Why on Earth would you want to connect a CD32 to a printer?" should go down in Amiga history. I did feel however that there were a few unanswered questions not covered in your AAP section:

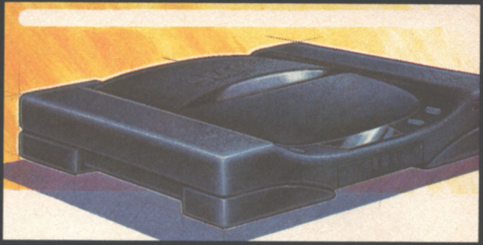
1. I recently bought an A1200, is there an interface available that will allow me to connect it to my hoover?
2. With the recent release of the CD32, I read somewhere that you can connect the CD32 to a hi-fi system. Does this mean that software houses will release software on vinyl and cassette for people who can't afford CDs? Also, I have a CD player in my car so will I be able to play *Pinball Fantasies* on my way to work?
3. I've been having trouble with my sponge puddings. I've been preparing the mixture using the cookbook, but the end result isn't what I expected. I've tried using my friend's oven, but the results are still terrible. Is it worth upgrading to a faster machine, or maybe a microwave? If I do upgrade, will there be compatability problems, will I have to get new bakeware for instance? On the subject of food, why haven't I seen any recipes in your pages? Games players have to eat you know!

With those important questions out of the way, I'd just like to say that all the readers who write into complain about AMIGA POWER are a bunch of naggy old women. (*We'd like to apologise for any offence caused to naggy old women at this point. – Ed*) AP is excellent the way it is. If you take out the irrelevant bits, the funny bits and left the just plain old interesting and relevant, you'd be reading the Argos catalogue. Every month I have a good old chuckle and guffaw at the contents of AP and still learn something new in the Amiga world. It's good to have a laugh and still be informed!

Am I the only one who thought the play-and-wipe noughts and crosses from AP 30 was funny?

Yours hooked on AP, Dave Hutchings, Luton

No, Dave, we did too. We love you all, see you next month.



Sega Saturn – worlds apart? **Edge** uncovers Sega's incredible new console, with full specifications and inside information from Sega Japan

Sony PS-X – The most powerful console ever created? **Edge** delivers its astonishing specs and describes what top games are already on their way

The Hard Sell – An exposé of how manufacturers made you buy their videogames this Christmas

Jaguar – the world's first 64bit console. **Edge** digs deep to discover what its creators and programmers really think about Atari's new machine

Argonaut Software – the creators of Nintendo's Super FX chip give **Edge** an exclusive look at their next wave

And that's only scratching the surface of the world's **finest** videogaming magazine...

EDGE
The **future** of videogaming

Issue **five** onsale at selected newsagents now

E&OE

Premier Mail Order

Please send cheque/PO (made out to Premier Mail Order) /Access/Visa no. & expiry date to:

Dept AP, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex SS14 3JJ Tel: 0268-271172 ***Fax: 0268-271173***

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year. P&P and VAT is included for all UK orders. Please add £2 P&P for Europe, elsewhere please add £3.50 per item for Airmail. Next day service available UK only at £4.00 per item. Some titles may not be released at the time of going to press.

Title	Version	Price
3D Con Kit 2		34.99
A - Train		22.99
A320 Airbus (Europe)		22.99
A320 Airbus (USA)		**22.99**
Abandoned Places 2		22.99
Air Bucks 1.2		19.99
Air Bucks 1.2	A1200	22.99
Air Force Commander		19.99
Akira		18.99
Akira	CD32	19.99
Alfred Chicken		17.99
Alfred Chicken	A1200/CD32	17.99
Alien 3		19.99
Alien Breed 2 (All versions)		19.99
Alien Breed Special Edition		10.99
Alien Breed Special Edition	CD32	12.99
Ambermoon		19.99
American Gladiators		16.99
Apocalypse		17.99
Arabian Knights	A1200	19.99
Arabian Knights	CD32	12.99
Archer Macleans		(see Excellent Games)
Assassin Remix		9.99
ATAC		22.99
Award Winners 2		19.99
B17 Flying Fortress (1 Meg)		22.99
Bart vs the World		17.99
Batman Returns		16.99
Battle Isle '93		17.99
Battletoads		19.99
Beastlord		17.99
Beavers		17.99
Beneath a Steel Sky		20.99
Benefactor		19.99
Blade of Destiny		26.99
Blastar		17.99
Blob		17.99
Board Genius		**19.99**
Bob's Bad Day		17.99
Body Blows (1 Meg)		18.99
Body Blows Galactic		18.99
Body Blows Galactic	A1200	19.99
Brian the Lion		19.99
Brutal Sports Football		25.99
Bubba 'n' Stix		19.99
Bubble & Squeak	CD32	19.99
Burnin Rubber		16.99
Caesar Deluxe		19.99
Campaign 2		22.99
Cannon Fodder		20.99
Captive 2 - Liberation		20.99
Captive 2 - Liberation	CD32	20.99
Cartoon Collection		16.99
Castles 2		19.99
Castles 2	A1200	22.99
Championship Manager '93 (1 Meg)		16.99
Championship Manager '94 Season Disk		7.99
Chaos Engine		16.99
Chaos Engine	A1200	17.99
Chaos Engine	CD32	19.99
Civilisation	**A1200**	**25.99**
Civilisation (1 Meg)		22.99
Claws		17.99
Cohort 2		19.99
Combat Air Patrol		19.99
Combat Classics 1 - (Compilation)		19.99
Combat Classics 2 - (Compilation)		19.99
Contraptions		13.99
Cool Spot		20.99
Cosmic Spacehead		17.99
Covergirl		17.99
Craft		17.99
Cruise for a Corpse		12.99
Cyber Punk		17.99
Cyberspace		22.99
D Day		22.99
D-Generation	CD32	17.99
Dangerous Streets	A500 or A1200	17.99
Dark Sun: Shattered Lands		21.99
Darkmere		20.99
Deepcore		17.99
Deepcore	CD32	19.99
Deluxe Music Construction Set 2.0		59.99
Deluxe Paint 4 AGA		64.99
Dennis		17.99
Dennis	A1200	18.99
Desert Strike		19.99
Diggers	A1200	19.99
Disposable Hero		17.99
Dizzy Collection		16.99
Dizzy's Excellent Adventure		16.99
Dogfight		**22.99**
Donk		16.99
Donk	CD32	19.99
Dracula		19.99
Dreamlands - (Compilation)		**19.99**
Dream Web		22.99
Dune 2		20.99
Dynablaster		19.99
Elfmania		17.99
Elite 2 (Frontier)		**22.99**
Entity		19.99
European Champions		17.99
European Championship Football	CD32	19.99
Excellent Games		**22.99**
Exile	CD32	19.99
Eye of the Beholder 1		12.99
Eye of the Beholder 2 (1 Meg)		21.99
Eye of the Storm		19.99
F1		17.99
F117A Nighthawk Stealthfighter		**22.99**
F15 Strike Eagle 2		13.99
F16 Combat Pilot		8.99
F17 Challenge		10.99
F17 Challenge	CD32	12.99
F19 Stealth Fighter		11.99
F29		10.99
FA Premier League		17.99
Falcon 3		24.99
Fantastic Dizzy		17.99
Fantastic Worlds - (Compilation)		22.99
Fat Man		17.99
Ferrari Grand Prix		17.99
Fields Of Glory		22.99
Final Fight		8.99
First Samurai + Mega-Lo-Mania		19.99
Flashback		20.99
Flight Sim 2 Great Britain		26.99
Flight Sim 2 Japan Scenery		13.99
Flight Sim 2 Hawaiian Scenery		13.99
Flight Sim 2 Western European Tour		13.99
Flight Simulator 2		**24.99**
Flight of the Intruder		10.99
Formula 1 Champions		19.99
Formula One Grand Prix		22.99
G2		17.99
Genesis	CD32	19.99
Global Domination		26.99
Global Gladiators		20.99
Globdule		19.99
Goal		**13.99**
Goblins 3		22.99
Graham Gooch 2nd Innings		11.99
Graham Gooch World Class Cricket		**19.99**
Graham Taylors Soccer Challenge		8.99
Grand Prix Circuit		19.99
Grand Slam Collection		13.99
Grusome		16.99
Gulp	CD32	19.99
Gunship 2000 (1 Meg)		22.99
Harpoon + Battleset 2		22.99
Harpoon Battleset 3 or 4		9.99
Harpoon Scenario Editor		13.99
Harrier Jump Jet		22.99
Heroquest 2		18.99
Hill Street Blues		8.99
Hired Guns		**22.99**
History Line 1914-18 (1 Meg)		22.99
IK+		6.99
Indiana Jones Fate of Atlantis Adv		24.99
Inferno	CD32	19.99
Innocent		22.99
International Open Golf	CD32	19.99
International Open Golf Championship		17.99
Ishar 2		19.99
Ishar 2	A1200	19.99
Jack the Ripper		27.99
James Pond 2		(see Excellent Games)
James Pond 2 - Robocod	CD32	20.99
James Pond 3		19.99
James Pond 3	A1200/CD32	19.99
Jet Strike		17.99
John Barnes' European Football	CD32	12.99
John Madden American Football		16.99
Jurassic Park		17.99
Jurassic Park	A1200	18.99
Jurassic Park	CD32	19.99
K240		17.99
K240 (Non AGA)	CD32	17.99
King's Quest VI		26.99
Kingmaker		22.99
Kit Viscious		17.99
Knights of the Sky		10.99
Krusty's Super Fun House		17.99
Laser Squad		8.99
Legacy of Sorasil		17.99
Legend of Sorasil (Non AGA)	CD32	17.99
Legends of Valour		24.99
Lemmings 2 The Tribes		**17.99**
Lemmings Double Pack		19.99
Links - the Challenge Of Golf		**12.99**
Litil Divil	CD32	19.99
Living Pinball		19.99
Lords of Chaos		8.99
Lords of Power		**22.99**
Lotus Esprit Turbo Challenge		8.99
Lotus Trilogy		19.99
Lotus Turbo Trilogy	CD32	22.99
Magic Boy		17.99
Magician's Castle		19.99
Manchester United Europe		8.99
Manchester United Prem League Champs		19.99
Mario Is Missing		19.99
Mavis Beacon 2		19.99
Mean Arenas		17.99
Mega Collection		16.99
Messengers of Doom		19.99
Micro Machines		**17.99**
Microcosm	CD32	29.99
Monopoly		18.99
Morph		17.99
Morph	A1200/CD32	19.99
Mortal Kombat		**20.99**
Mr Nutz		17.99
Mr Nutz	A1200	18.99
Nascar Challenge		12.99
Network Q RAC Rally		19.99
New Zealand Story		6.99
Nick Faldo's Golf (1 Meg)		22.99
Nicky 2		17.99
Nigel Mansell World Champ		19.99
Nigel Mansell World Champ	CD32	19.99
Nippon Safes		19.99
Oscar (All versions)		17.99
Overdrive		16.99
Overkill	A1200	17.99
Overkill	CD32	19.99
PGA Tour Golf Tournament Disk		9.99
PGA Tour Golf+		19.99
Pang		6.99
Parasol Stars		8.99
Perfect General		(See Lords of Power)
Perihelion		19.99
Pinball Dreams + Fantasies		**22.99**
Pinball Fantasies	A1200	19.99
Pinball Fantasies	**CD32**	**24.99**
Pinball Magic		6.99
Populous & Promised Lands		10.99
Populous 2+		(see Excellent Games)
Powermonger & Data Disk		12.99
Prehistoric 2		16.99
Premier Manager 2		17.99
Prime Mover		17.99
Prince Of Persia		6.99
Pro Tennis Tour 2		16.99
Project X		10.99
Project X	CD32	12.99
Prophesy		19.99
Puggsy		19.99
Quest for Glory		26.99
Qwak		9.99
Qwak	CD32	12.99
Ragnarok		22.99
Railroad Tycoon		(see Lords of Power)
Rainbow Islands		6.99
Reach for the Skies		19.99
Reach out for Gold	A500 or A1200	17.99
Red Baron		(see Lords of Power)
Renegade 2		16.99
Rise of the Robots	A500 or A1200	27.99
Robin Hood		10.99
Rookies		16.99
Rules of Engagement 2		22.99
Ryder Cup		17.99
Ryder Cup	**CD32**	**20.99**
S.U.B.		19.99
Scrabble		18.99
Second Samurai		19.99
Secret of Monkey Island		12.99
Secret of Monkey Island 2 (1 Meg)		24.99
Seek N Destroy		17.99
Sensible Soccer 92/93		16.99
Sensible Soccer	CD32	19.99
Settlers		**19.99**
Settlers	A1200	22.99
Shadow Lands		8.99
Shuttle		(see Excellent Games)
Silent Service 2		(see Lords of Power)
Sim City + Lemmings		**19.99**
Sim City Deluxe		**22.99**
Sim City+Populous		19.99
Sim Life	A1200	22.99
Simon The Sorceror		22.99
Simon The Sorceror	A1200	29.99
Slicks		12.99
Soccer Kid		**17.99**
Soccer Kid	A1200	19.99
Space Hulk		**22.99**
Space Legends Compilation		**19.99**
Sports Masters Compilation		19.99
Star Trek	A1200	22.99
Starlord		22.99
Starush		16.99
Streetfighter 2 (1 Meg)		12.99
Striker		8.99
Strip Poker 2 + Data Disk		6.99
S.U.B.		19.99
Super Fighters Compilation		17.99
Super Hero		19.99
Super League Manager		17.99
Superfrog		17.99
Surf Ninjas	CD32	19.99
Surf Ninjas	A500 or A1200	17.99
Syndicate		**22.99**
Syndicate Data Disk		13.99
T.F.X.	A1200/CD32	22.99
T2 (Coin Op)		19.99
TV Sports Duo	CD32	19.99
Tetris/7 Colours		16.99
The Greatest		**21.99**
The Kristal		6.99
The Lost Vikings		20.99
The Patrician		24.99
Theatre of Death		19.99
Tornado		**22.99**
Total Carnage		18.99
Total Carnage	CD32	19.99
Trolls	A500 or A1200	9.99
Turrican 3		17.99
Turrican 3	A1200	17.99
Twi-Light 2000		20.99
Two Towers		19.99
U96		22.99
UMS Compilation		27.99
Ultimate Pinball Quest		19.99
Universal Monsters		17.99
Uridium 2		17.99
Uridium 2	CD32	22.99
Utopia		8.99
Utopia 2		19.99
Utopia 2	CD32	19.99
Walker		19.99
Western Front		20.99
Whales Voyage		16.99
Whales Voyage	A1200/CD32	19.99
Wing Commander	**A1200**	**22.99**
Winter Challenge		22.99
Winter Olympics		22.99
Winter Supersports	A500 or A1200	19.99
Wiz 'n' Liz		19.99
Woody's World		17.99
Worlds of Legend		17.99
Xmas Lemmings		12.99
Yo Joe		17.99
Zool	**CD32**	**19.99**
Zool 2	A1200	17.99
Zool 2		17.99

3.5" BLANK DISKS

	TDK/VERBATIM (BOXED)		PRECISION (BOXED)		UNBRANDED (LOOSE)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7.99	9.99	6.49	7.99	5.99	6.99
20	14.50	19.50	11.99	15.50	10.99	13.50
50	35.00	47.50	26.00	37.50	23.99	32.50
100	65.00	95.00	49.99	72.99	44.99	62.99
200	125.00	190.00	94.99	141.99	83.99	121.99
500	300.00	470.00	219.00	350.00	199.99	287.50
1000	580.00	930.00	419.99	680.00	369.99	550.00

3.5" Recycled - Loose

10 ....4.50 20..............8.50 50...............17.50 100 ....35.00

SPECIAL OFFERS

Title	Version	Price
Arabian Knights		9.99
Blues Brother		8.99
Chuck Rock		10.99
Crazy Cars 3		12.99
Football Crazy Challenge		9.99
Godfather Adventure Arcade Game		8.99
Kick Off 2 1 Meg		7.99
Kick Off 2 1Meg		9.99
Kick Off 2 Final Whistle		7.99
Kick Off 2 Giants of Europe		7.99
Kick Off 2 Return to Europe		7.99
Kick Off 2 Winning Tactics		5.99
Microprose Golf		14.99
Sabre Team		9.99
Seymour Goes to Hollywood		6.99
Shadow Worlds		9.99
Silkworm		5.99
Thunderstrike		5.99
Wing Commander (1 Meg)		9.99
Zool		13.99
Zool	A1200	12.99

EDUCATIONAL

Title	Ages	Price
ADI English	(All Ages)	17.99
ADI French	(All Ages)	17.99
ADI Maths	(All Ages)	17.99
Better Maths	(12-16)	13.99
Better Spelling	(8-14)	13.99
Cave Maze	(8-12)	9.99
Fraction Goblins	(8-13)	9.99
Fun School 2	(+8)	6.99
Fun School 2	(6-8)	6.99
Fun School 2	(U6)	6.99
Fun School 4	(5-7)	16.99
Fun School 4	(7-11)	16.99
Fun School 4	(U5)	16.99
Junior Typist	(5-10)	10.99
Magic Math	(4-8)	13.99
Maths Dragons	(6-13)	9.99
Maths Mania	(8-12)	13.99
Mickey's ABC'S	(2-5)	13.99
Mickey's 123's	(2-5)	13.99
Mickey's Jigsaw Puzzles	(5+)	13.99
Mickey's Memory Challenge	(5+)	13.99
Noddy's Playtime	(3+)	16.99
Noddy's Big Adventure	(3+)	16.99
Paint & Create	(5+)	17.99
Picture Fractions	(7-10)	9.99
Reasoning with Trolls	(5-12)	9.99
Tidy the House	(6-10)	9.99
JUNIOR ADVENTURE		
Robin Hood	(8+)	13.99
The Three Bears	(5-10)	13.99
Wind in the Willows	(6+)	13.99
Wizard Of Oz		13.99
Scrooge (A Christmas Carol)	(8+)	13.99

JOYSTICKS/ACCESSORIES

Item	Price
1/2 Meg Upgrade	24.99
1/2 Meg Upgrade + Clock	26.99
Cheetah 125+	7.99
Competition Pro Extra	14.99
Quick Joy 2 Turbo	10.99
Quick Joy Jet Fighter	11.99
Quick Joy Top Star	17.99
Disk Box (40 capacity)	4.99
Disk Box (80 capacity)	6.99
Wico "Q" Stick	4.99
Suncom Tac 2	7.99
Suncom Slik Stick	4.99

SOFTSELL

The "TRY BEFORE YOU BUY" Club

Order any game by cheque or PO payable to SOFTSELL and, if you join the club, you can return it after 7 days at a special buy back price.

Title	Price
A-Train - 1Meg	22.99
Austerlitz	6.99
Bards Tale 3	9.99
Battleships	6.99
Body Blows - 1Meg	17.99
Challenge Golf	6.99
Chaos Engine - 1Meg	16.99
Chaos Strikes Back - DD	9.99
Chuck Rock 2 - 1Meg	11.99
Continental Circus	6.99
Cool World - 1Meg	9.99
Daily Double Horse Racing	6.99
Desert Strike - 1Meg	19.99
Flashback - 1Meg	19.99
Football Man'r 2 + Exp Kit	9.99
F1 Grand Prix	15.99
Ghouls 'n' Ghosts	7.99
Gunship 2000	18.99
History Line 1914-18 -1Meg	22.99
Human Race-Jurassic Levels	9.99
Humans	13.99
Hunt for Red October 2	6.99
Jaguar XJ220 - 1Meg	10.99
Kick Off 2	7.99
Lethal Weapon	13.99
Lotus 3 - 1Meg	13.99
Nippon Safes - 1Meg	19.99
Match of the Day	9.99
Microprose Golf - 1Meg	15.99
Oh No! More Lemmings	13.99
Overdrive - 1Meg	16.99
Pacland	7.99
Pacmania	7.99
Paperboy 2	6.99
Premier Manager - 1Meg	15.99
R-Type 2	7.99
Reach for the Skies	19.99
Sensible Soccer	13.99
Space Gun	8.99
Special Forces	11.99
Spherical	6.99
Stack Up	6.99
Super Tetris	13.99
Thunderbirds	6.99
Ultima 5	11.99
WWF Euro Rampage - 1Meg	15.99
Windsurf Willy	7.99
Zool - 1Meg	14.99
COMPILATIONS	
50 GREAT GAMES	13.99
2 HOT 2 HANDLE (Golden Axe, Total Recall, Shadow Warriors, Super Off Road Racer)	12.99
CLASSIC COLLECTION (Barbarian 2, Gremlins 2, Colossus Chess, World Championship Soccer)	11.99
LINEKER COLLECTION (Italy 1990, Gary Lineker's Hot Shot, F'baller of the Year 2, Int Socc Chall)	9.99

All prices include UK postage etc., no other charges. SS and SSH clubs have now been giving continuous service on computer games for 10 years since 1983. For full catalogue, club details and buy back prices send stamped SAE to:

SOFTSELL (APW) MAIL ORDER, 32 DURSLEY ROAD, TROWBRIDGE, WILTS BA14 0NP

Callers welcome in The Shopping Mall, 16 Church Street, Trowbridge, Wiltshire.

Jewel PD

AMIGA, ATARI & PC SOFTWARE

19 Hodgkinson Rd
Kirkby-In-Ashfield
Notts NG17 7DJ
TEL: 0623 754061

★★★ FREE DISK CATALOGUE IF YOU SEND US THREE FIRST CLASS STAMPS ★★★

Code	Title
02G	AIR WARRIOR
03G	LLAMATRON NOT 600/1200
06G	AMIGA TRATION + 6 MORE
07G	AMOEBA INVADERS + 11
08G	ASTEROIDS + 6 MORE
11G	XENNON III + 3 MORE
17G	CHESS + 2 MORE
20G	RETURN TO EARTH
21G	BLIZZARD
30G	DOODY + 5 MORE
31G	21 GAMES SPECIAL
37G	STORYLAND II
42G	SQAMBLE + 6 MORE
44G	STAR TREK (2 DISKS)
48G	DRAGON TITLES + 10 MORE
52G	REVENGE OTM CAMELS + 2 MORE
61G	DOWNHILL CHALLENGE + 3 MORE
62G	SUPER TWINTRIS + 6 MORE
64G	BINGO CALLER
70G	FIRE FIGHTER + 2 MORE
75G	AMIGA COLUMNS + 1 MORE
77G	DR. MARIO + 4 OTHERS
82G	TOP SECRET
86G	NIVARNA + 2 MORE
87G	MOUSE IMPOSSIBLE + 3
89G	DELUXE PACMAN + 6 MORE
90G	FIGHT WARRIORS + 2 MORE
94G	POKER MACHINE + 4 MORE
95G	SMURF HUNT + 2 MORE
96G	ATIC ATIC + GAME 1MG
98G	GAME TAMER + 4 GAMES
17M	808 STATE REMIXES
100G	BATTLE CARS II + 5
39D	SAFE SEX AUDIO DEMO
52D	LETHAL EXIT MEGA DEMO
53D	RETTINA DEMO TECNO
07E	DNOSAURS INFO + PICS
11E	ASTRONOMY INFO + PICS
10W	TEXT ENGINE WORDPRO.
10U	SPREADSHEET
24U	600 BUSINESS LETTERS
40U	AMICASH ACCOUNTS
49U	KICKSTART DEGRADER
50U	SYSTEM SNOOP DOS
53U	16 DISK COPIERS

Also a range of FRED FISH

We also stock cables, mouse mats and printer ribbons.

FREE printed catalogue, but send a stamp.

DISKS: 1-9 £1.25 each. 10+ 99p each.

MAKE CHEQUES/POSTAL ORDERS PAYABLE TO JEWEL PD

Prices include FREE postage & packing in UK

NJH PD

DEPT AP, 12 Meesons Mead,
Rochford, Essex SS4 1RN
Tel: (0702) 546796

Over 4000 disks available including Utilities, Games, Fonts, Demos, Clipart, Music and many more. Send now for our catalogue on disk for only 75p or 3 x 1st class stamps.

All orders sent 1st Class the same day

FREE DISKS

Order 10 pick another disk free

80p PER DISK

Add 70p per order for P&P

Cheques/POs payable to NJH PD

(#) = no. of disks

(AGA)=1200/4000 only

ASSASSINS GAMES 1-148 IN STOCK ORDER AT ONLY 80p A DISK OR ORDER ANY 50 FOR ONLY £37.50

GAMES

- ☐ Parra Attack
- ☐ Track Record
- ☐ Grand Prix Manager
- ☐ Deluxe Pacman
- ☐ Megaball 2.1
- ☐ Glaxo (2)
- ☐ Mad Fighter (AGA)
- ☐ 100 PD Games (7)
- ☐ Star Base 13 (2)
- ☐ Jelly Quest
- ☐ Skidmarks
- ☐ 21 Games Disk
- ☐ Tetris Pro
- ☐ Billy Burglar
- ☐ Artillerus 2
- ☐ Wibble World Giddy
- ☐ Neighbours (2)
- ☐ Bomb Jacky
- ☐ Fighting Warriors
- ☐ Battle Cars 2
- ☐ Soccer Cards
- ☐ Dr Mario
- ☐ 18 Hole Golf (2)
- ☐ Balloonacy
- ☐ Fruit Salad
- ☐ Asteroids 2 (WB2/3 only)
- ☐ Gameboy Tetris
- ☐ Tetren
- ☐ Super Twintris
- ☐ Top of the League
- ☐ Rebound
- ☐ Roulette
- ☐ Bingo
- ☐ Airport
- ☐ Donkey Kong (not 1200)
- ☐ Project 1

GAMES

- ☐ Kastle
- ☐ Bop n Plop
- ☐ Dithels Wonderland
- ☐ Dragon Cave
- ☐ Black Belt
- ☐ Frogger
- ☐ AGA Klondike (3) (AGA)
- ☐ Motorola Invaders 2 (2)(AGA)
- ☐ AGA Tetris (AGA)
- ☐ Boron (AGA)
- ☐ Defender
- ☐ Pop Quiz
- ☐ Fruit Machine
- ☐ Quick 'n' Silva
- ☐ Star Trek (2)
- ☐ Road to Hell
- ☐ Lemmingoids
- ☐ Battle Pong
- ☐ Bounce and Blast
- ☐ Oxyd
- ☐ Zombies
- ☐ Texas Chainsaw
- ☐ Lander
- ☐ Speedway Cup
- ☐ 2 Player Soccer League
- ☐ Skeet Shooting
- ☐ Batman
- ☐ Lazer Zone
- ☐ Extreme Violence
- ☐ Xenon 3
- ☐ Rodouldix
- ☐ Gnu Chess (WB2/3 only)
- ☐ Mr Men Olympics (2)
- ☐ Parachute Joust
- ☐ Atic Atac

UTILITIES

- ☐ Kick 1.3
- ☐ Kick 1.3+ (AGA)
- ☐ 200 Utils
- ☐ Octamed 2
- ☐ Free Paint
- ☐ Amiga Beginner
- ☐ Kickstart 2 Emulator
- ☐ Virus Killers
- ☐ D-Copy 3.1
- ☐ Crack & Copy
- ☐ Lock Pick 2
- ☐ Maverick Copy
- ☐ Spectrum 1.7
- ☐ Game Cheats
- ☐ Protracker 3.1b

DEMOS

- ☐ Cannel No 5 (AGA)
- ☐ Skizzo (4)
- ☐ Jesus on Cheese (1.3 only)
- ☐ Panta Rhei (AGA)
- ☐ Point of Sale (AGA)
- ☐ Mindwarp (AGA)
- ☐ Extensions
- ☐ 242
- ☐ Trojan Tracks 2 (AGA)
- ☐ Jesus on E's (2)
- ☐ Endless Melodies (2)
- ☐ Star Trek Rave Demo
- ☐ AGA Slides (3)(1200 only)
- ☐ Body Shop 3 (AGA)
- ☐ Body Shop 5 (2) (AGA)
- ☐ Desert Dream (2)
- ☐ Revelations
- ☐ How to Skin a Cat

Amivision Software present

FORMULA ONE CHALLENGE v4

An incredibly addictive and detailed Formula One simulation for 1-4 players.

Watch the races as they unfold with three levels of highlights. Crashes, spins, pile ups, car failures, stop/go penalties, weather changes, fastest & record laps, make pitstops. Four independent levels of difficulty. Accurate and detailed graphics of the teams, circuits etc.

15 teams, 2 cars per team, 50 drivers with varying skills, complete engine & tyre contracts. Choose tyre compounds, tune your engines, change wing settings, even train your pit crew! Qualifying, 16 accurate championship circuits, news section, realistic sound fx, load/save games, weather forecasts, statistics saved, latest FISA rules, sponsors, full drivers and constructors championships and so much more.

Includes full 1993 season. Details can easily be updated each year. Incredibly addictive, produced by true Formula One fans. The most realistic Formula One management simulation, guaranteed.

Just £14.95! includes instruction manual

DEMO DISK £1

A1200 compatible

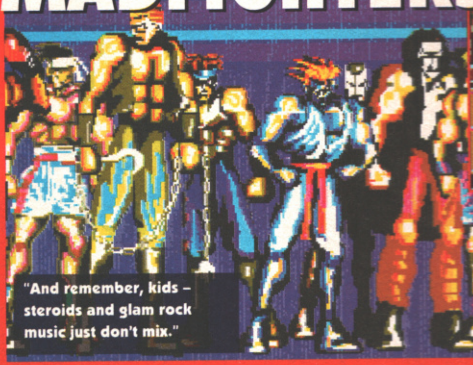
⊃ PLEASE MAKE CHEQUE/POSTAL ORDER PAYABLE TO: - S. RENNOCKS ⊂

Dept. AP, 1 Cherrington Drive, Great Wyrley, Walsall WS6 6NE

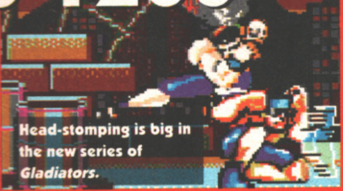
PD

Further to Decree 2675 of the Provisional Government installed by our glorious military leaders, it is the solemn duty of this noble magazine to announce that reviewing cheapie PD games is now a capital offence. Dave Golder will be executed at 4am today.

MADFIGHTERS 1200



"And remember, kids – steroids and glam rock music just don't mix."



Head-stomping is big in the new series of *Gladiators.*

By Kwok Man
NBS PD or
Licenceware £5.99

Okay, I'll come clean. I might have to resign, become a Trappist monk on some bleak Scottish isle hundreds of miles from the nearest Blockbuster Video, but I've got to say it. I never liked *Street Fighter 2*. It's just one of those things.

So when a PD version of *Street Fighter 2* arrived, I was hardly jumping, or, indeed, back-flipping for joy. The idea of wrecking my joystick in the hope of actually getting a 'special move' rated about 'washing my underwear' on the excitement scale.

"Haaiieee-aaaarrgh!"

But I am an unbiased reviewer, so I confess: *Mad Fighters* is amazing. It is an *AMOS*-created *SF2* clone that comes in two forms; a cut-down PD version, and a massive, three-disk licenceware version for £5.99. The full version has 16 different fighters, each with their own special moves, 16 different locations, a choice of Arcade or Knock-Out fights and infinite credits. The PD version has just four fighters and four locations. Both offer a variety of options including difficulty and speed settings.

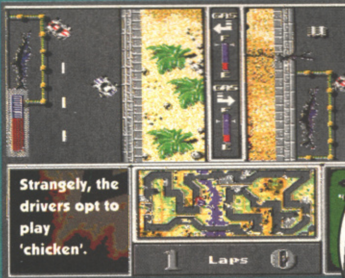
The characters, who sport such names as Hank, The Mask and Ky, are leaner than their *SF2* counterparts and strangely more agile; there are none of those odd pauses between each move and they leap about like startled gazelles. Though the controls and range of moves are more limited than *SF2*'s (but not much) the game is responsive to commands and only occasionally annoyingly sluggish.

The graphics are a bit messy and the action does have a ridiculous tendency to take place off the side of the screen every so often (I kid you not), but overall *Mad Fighters* is incredibly impressive for PD. Oh, and I hated every minute.

VERDICT: A very polished beat-'em-up that has one obvious advantage: you can get the PD version (which at a couple of quid I can heartily recommend) and decide for yourself whether you want to check out the full £6 version.

RATING: ★★★★★

HIGH OCTANE



Strangely, the drivers opt to play 'chicken'.

Golly! Just look at that logo!

By Fry-Up Productions NBS

This isn't actually a new game, but it gets a mention because a) it's been turbocharged and b) it's darned good and deserves an extra plug (if the rest of the mag can get away with re-reviewing games when 1200 versions are released, I should be allowed to too).

High Octane is an overhead-viewed driving game with a Sci-Fi flavour. It's a straight duel between you and the computer or a mate on a twisty track that's many times the size of the screen. The course has seen better days and there is debris, muck and other general what-nots that make driving hazardous (though thankfully no Volvo drivers). Oh yeah, and you can shoot at each other as well (great if your opponent's lapping you).

The actual gameplay is not brilliantly original, but what lifts this game out of the rut is the attention to detail and the stunning graphics. For example, if you drive through some mud or grass your car leaves skidmarks behind. The game also has the most amazing intro animation sequence, which is well worth watching.

And the new speedier version is incredibly fast. This also makes it much more tricky to control, but think of that sense of achievement when you succeed in getting around a whole circuit without spinning off the track once.

VERDICT: More limited in scope than the brilliant *Road To Hell*, but it is still a darned good driving game.

RATING: ★★★★★

FINGUS THE BOUNCING FUNGUS

By Debra Gamgee
Licenceware £3.50

Licenceware? LICENCEWARE? Right, listen up, PD libraries. If this falls into to your hands – don't distribute it. It would be unfair on your customers to charge them for it and they wouldn't like you for doing it to them.

Honestly. This is the kind of game that a few years back the author wouldn't have had the gall to put out as anything other than pure PD. Basically the game stinks, and the author must have known. I mean, it's virtually unplayable, and can't have been playtested. So to release it as licenceware seems more like a cynical attempt to make a fast buck.

You play a bouncing thing that has to progress through a series of screens from the bottom to the top. To do this you have to leap through gaps in moving platforms. The premise is sound enough and could have been developed into an interesting game. So where did *Fingus* go wrong?

One: The controls are pathetic; it's virtually impossible not to leap twice in one go and so Fingus ends up smashing his head against the ceiling of the next platform.

Two: You have to be ridiculously accurate to leap through the holes; there is no room for error.

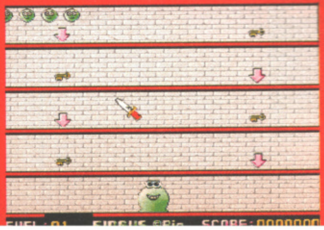
Three: The levels have been badly designed so that there's no sense of progression. The first obstacle is stupidly difficult.

Four: It's dull. The graphics are uninspired and there are long moments when no gaps appear and all Fingus can do is bounce around trying to look cute.

So why devote such a large review to such an appalling game? To make an example of it. Games like this SHOULD NOT BE LICENCEWARE. If someone new to PD pays a few quid for this they'll be put off for life.

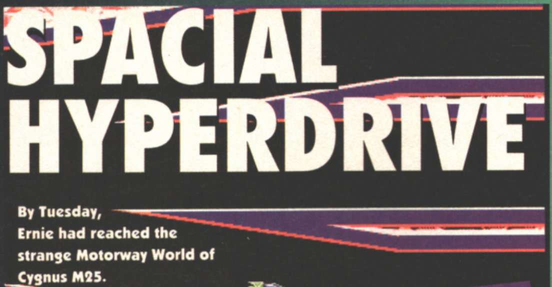
VERDICT: If it were PD I wouldn't rant so much, but it would still be crap.

RATING: Nothing.

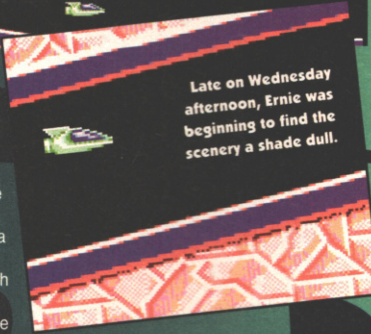


Slick, polished, and one of the most exciting games on the Amiga. That's what this isn't.

SPACIAL HYPERDRIVE



By Tuesday, Ernie had reached the strange Motorway World of Cygnus M25.



Late on Wednesday afternoon, Ernie was beginning to find the scenery a shade dull.

By Mike J Rawes
NBS

This comes across more like the bonus level of a much larger game than a game in itself. Anyone remember that old sketch from the classic satire programme Not The Nine O'Clock News, starring Mel Smith and Pamela Stephenson – Nice Video, Shame About The Song? Well, that kept coming to mind while playing this. It looks great, but has got about as much meat on the bones in the gameplay department as a stick insect on a Slimfast diet.

All you have to do is pilot a ship through some very Picasso-influenced caverns, all full of sharp edges, narrow gaps and windy tunnels. You can hit the sides so many times and then you're dead. It goes very fast and… er… well, not much more.

The first time you play it, it's fun. The second time, irritating. From then on it's just plain dull. You only get one life and there are no restart points or power-ups so you keep on playing the same bit over and over again.

VERDICT: Please come back when its finished.

RATING: ★★

BLACK DAWN

By Andrew Campbell
Pathfinder PD

So what does the name *Black Dawn* conjure up in your mind? A George Romero zombie flick? A post-apocalyptic Mad Max-style action film? The morning after a night on the town? Whatever vision you had, I bet it wasn't wandering around a space station blasting aliens. I mean, they don't even have dawn in space. Black, yes, but not dawn.

But once you get past the daft name, you get to a mightily fun game. Okay, I've already mentioned the word blasting, but this isn't a shoot-'em-up. The action is sporadic and rarely demands much in the way of joystick dexterity or fast reactions; *Black Dawn* is more like a simplified version of *Space Crusade* in which planning ahead so you can tackle encounters with alien scum is the most important aspect.

It's a 3D game divided into various decks. On each deck you have an objective, usually to find the way out. The problem is the place is crawling with nasties and, at the start of the game, you are armed only with a knife and a pretty pathetic pistol.

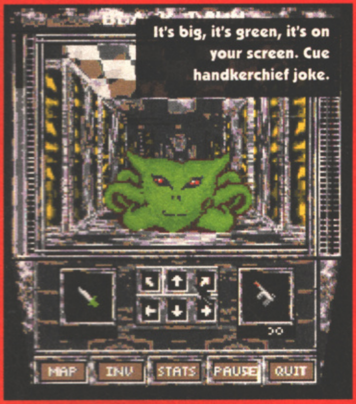
Luckily, where any normal office would have a coffee machine, this place has weapons dispensers, but you have to put money in the slot. There is some dosh lying about the place, but you get more if you manage to kill the nasties; they leave behind cash as well.

You have access to a map, which is dead handy, and you can have multiple weapons which you can store in your inventory, although you can only use two at once (one in each hand). Guns will run out of ammo, but you can trade them in at the dispensers. You can also buy armour and medical supplies from the dispensers.

I must admit I loved *Black Dawn*. Okay, the format's a bit limited, but within its confines it comes up with some very interesting challenges, and the difficulty levels progress logically so that the lessons you learn on one deck can be applied on the next. The graphics and sound are wonderfully atmospheric and, to be frank, it makes a change from endless platformers.

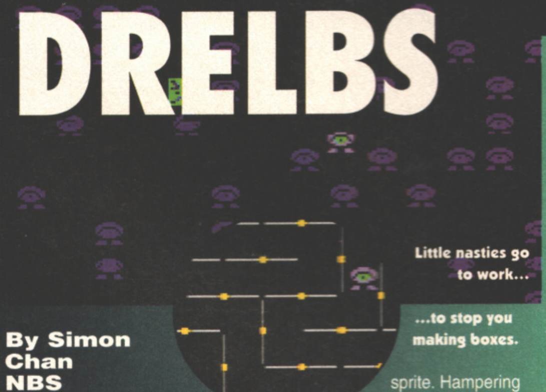
VERDICT: Give it a go, you might just like it.

RATING: ★★★★



It's big, it's green, it's on your screen. Cue handkerchief joke.

DRELBS



Little nasties go to work…

…to stop you making boxes.

By Simon Chan
NBS

Well, we have to have at least one a month – no, not a *SEUCK* game to deride but a conversion of an 8-bit classic (though sometimes I think classic is used in the loosest possible sense). *Drelbs* is based on an ancient C64 game, which in turn was based on the pen and paper classic 'Boxes' – the one where you draw a grid of dots then two people take turns to draw in lines in an attempt to create boxes.

In this computer version the grid is made of swivellable flaps which you move using your Smiley sprite. Hampering you in your boxing endeavours are some not-at-all-smiley nasties that you need to avoid. Basically you have to create as many boxes as possible on each level, and the further you progress the more nasties you have to contend with.

I like the concept. I can see potential. But it does get repetitive. There wouldn't be any harm in updating it slightly, would there?

VERDICT: Nice idea, needs more work. PD authors should try it.

RATING: ★★★

KUNG FU CHARLIES

By Andy Walker
NBS

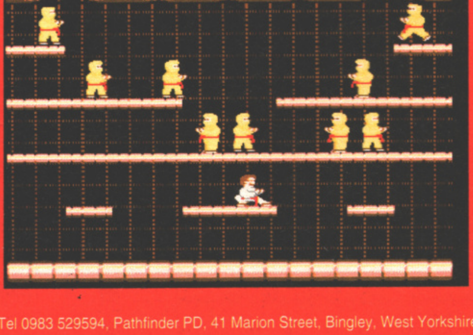
If I call this a platform beat-'em-up you'd probably get the wrong idea. But that's what it is. Sort of. It's just that 'platform beat-'em-up' seems to be overstating the case somewhat. Y'see, the beat-'em-up bit is pretty much a non-functional gimmick. Well, it does have one function and that's to differentiate this PD platformer from all the other PD platformers.To an extent, it works.

You control a little Kung Fu guy who wanders around a series of multi-level caverns kicking the stuffing out of all the other little Kung-Fu guys who appear. You've got a couple of moves – a low kick and a high kick – so you're hardly a Ninja warrior, but your opponents are even more dopey and, despite wearing the white dressing gowns, they do little other than wander around aimlessly. Their main advantage is their sheer numbers.

And that's about it. There are a few bonus pick-ups but nothing very exciting. The levels have been reasonably intelligently designed so that you have to think before you go about mindlessly kicking everyone in sight. The Kung Fu theme is sufficiently novel to keep it interesting for a few minutes, but you soon realise that in terms of gameplay, there's little new on offer.

VERDICT: An okayish, sort of alright, not exactly very interesting platformer.

RATING: ★★★



Kung Fu Kid versus the Ninja Teddy Bears With Red Codpieces **might be a better name. Or perhaps not.**

NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA Tel 0983 529594, Pathfinder PD, 41 Marion Street, Bingley, West Yorkshire, BD16 4NQ
Debra Gamgee, 106 High Street, Collingham, Newark, Notts NG23 7NG

GVP WORLD CLASS **AMIGA** PERIPHERALS

NEW! - 50MHz A1200 ACCELERATOR + FEATURE CONNECTOR

VIDEO GENLOCK

FOR ALL AMIGAS

TO RGB MONITOR
S-VHS OUT
CVBS OUT
AUDIO 1
AUDIO 2
AUDIO OUT
CVBS 1
CVBS 2
S-VHS IN
G-LOCK
GVP
GREAT VALLEY PRODUCTS
TO AMIGA

This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. Easy to use the G-Lock genlock features many sophisticated attributes among which are:

- *Two Composite Video Inputs or S-Video (Y/C) Input*
- *Simultaneous Composite & S-Video and RGB Output*
- *Video Processor - Real Time Software Control of Video Attributes (Sharpness, Gain, Brightness etc)*
- *ARexx Compatible*
- *Works with Flicker Fixers*
- *Multiple Keyer Modes*
- *Full Audio Support*

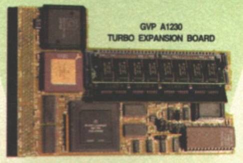
AMIGA GOLD FORMAT 94%

G-LOCK
~~£349~~
£299
INC VAT - VID 2500

ACCELERATORS

FOR AMIGA 1200

68030EC - 40MHz RAM/FPU UPGRADE

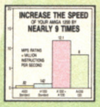


ACCELERATOR - The 68030EC processor on A1230 Turbo upgrades the normal Amiga 1200 processor (CPU). The new version is nearly nine times the speed of the 68020 in standard A1200s.

32-BIT RAM - The A1230 Turbo can have up to 32Mb of high speed 32-bit RAM.

MATHS CO-PROCESSOR - The A1230 Turbo can be fitted with a maths co-processor.

- *68030EC processor running at 40MHz*
- *Easy Fitting Trapdoor Expansion - Doesn't Void Your Warranty*
- *Up to 32Mb of 32-bit RAM*
- *Doesn't Disable PCMCIA Interface*
- *Optional 68882 Co-Processor - much faster than the obsolete 68881*



40MHz 68030EC ACCELERATOR + RAM CARD & OPTIONAL FPU

0Mb RAM NO FPU	4Mb RAM NO FPU	4Mb RAM 40MHz FPU
£249	£379	£499
INC VAT - UPG 1230	INC VAT - UPG 1232	INC VAT - UPG 1234

68030 - 50MHz RAM/FPU + FEATURE CONNECTOR

The new GVP A1230-II is the most advanced accelerator for the A1200 yet.

- *50MHz 68030*
- *Built-in Memory Management*
- *Optional 50MHz FPU*
- *Up to 32Mb 32-bit RAM*
- *Unique Feature Connector*

The new A1230-II has a custom feature connector which allows a whole range of state-of-the-art Amiga peripherals to be attached.

The first of these is a SCSI interface called the A1291, and is GVP's fastest SCSI controller yet. It features:

- *DMA SCSI Design*
- *Faaast ROM Controller*
- *High Speed, Unique DPRC Technology for Direct HD to Memory Transfer*

50MHz 0Mb RAM	50MHz 4Mb RAM	A1291 SCSI ADAPTOR
£379	£579	£79
INC VAT - UPG 1500	INC VAT - UPG 1540	INC VAT - UPG 1600

24-BIT GRAPHICS CARD

FOR A1500/A2000/A3000/A4000

EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500, 2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

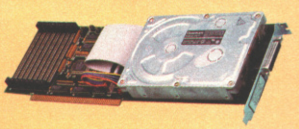
- *1Mb or 2Mb of On-board Memory*
- *On-board Hardware BLiTTER*
- *Future Re-targetable Graphics Support*
- *Zorro II or Zorro III Autosensing*
- *Scan Rates up to 80KHz*
- *80,000,000 Pixels/sec Pixel Display Speed (8-bit)*
- *Programmable Display Resolution 320x200 to 1600x1280*
- *Supports Data Transfer Rates up to 12Mb/sec on Zorro III Systems*

EGS SPECTRUM

1Mb RAM	2Mb RAM
NEW! £349	NEW! £399
INC VAT - VID 7310	INC VAT - VID 7320

HARD DRIVE CARD

FOR A1500/A2000/A3000/A4000



The HC8+ is a high speed hard drive & RAM card which can also be used to increase your Amiga's RAM by up to 8Mb RAM.

A FULLY FEATURED SCSI INTERFACE FOR A4000s

- *High Speed DMA SCSI Controller Can Handle upto 7 Devices*
- *Ultra Fast Access SCSI Hard Drive Option - See Below*
- *Supplied Unpopulated the HC8+ can be Upgrade to Give You up to 8Mb of FAST RAM - See Below for Details*
- *Direct Memory Access Style Design for Top Speed Transfer*

HC8+ HARD DRIVE CARD

0Mb HD	42Mb HD	80Mb HD	120Mb HD
—	~~£279~~	~~£349~~	~~£429~~
£129	£199	£299	£399
INC VAT - HAR 1300	INC VAT - HAR 1340	INC VAT - HAR1388	INC VAT - HAR 1422

RAM UPGRADE CARDS

GVP HC8+ INCLUDES 8 SIMM SOCKETS FOR EASY INSTALLATION OF FAST RAM. THE HC8+ WILL ACCEPT 2, 4, 6 or 8Mb USING 2, 4, 6 or 8 SIMMS

1Mb SIMM £35 PER SIMM
INC VAT - MEM 3628

8-BIT SOUND SAMPLER

FOR ALL AMIGAS

NEW!

Capture sound from an external source and play it back in stereo or mono on your Amiga. The latest version of GVP's Digital Sound Studio (DSS8+) enables you to create audio effects for use in games or jingles.

- *New Style High Impact, Clear Poly-Carbonate Casing*
- *Simultaneously Holds up to 31 Sound Samples in Memory*
- *Real-time Oscilloscope, Spectrum Analysis, Echo & Reverberation*
- *AREXX Compatible*
- *Microphone Input*
- *.MOD File & MIDI Compatible*
- *FREE Samples Disk*

DSS8+
£69
INC VAT - MUS 2510

ACCELERATORS

FOR AMIGA 1500 & 2000

FAST! 32-bit TECHNOLOGY

GVP offer a range of A1500/A2000 accelerators that simply outstrip the competition for speed and specifications.

SPECIAL OFFER SAVE £135! 42Mb QUANTUM HARD DRIVE + MOUNT KIT HAR 2043 ~~£234~~ £99 INC VAT
ONLY WHEN PURCHASED WITH G-FORCE ACCELERATORS SHOWN BELOW

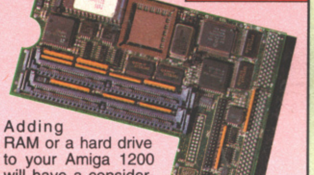
G-FORCE ACCELERATORS	030 40MHz	030 33MHz
Speed MIPS*	12.1	30
Processor	68030EC	68040
Maths Co-Pro.	68882 included	In 68040 processor
Std 32-bit RAM	4Mb	4Mb
Max 32-bit RAM	16Mb	64Mb
Extras	SCSI	SCSI Ser/Par
PRICE	£699 INC VAT - UPG 0430	£1299 INC VAT - UPG 0740

*MIPS: Millions of instructions / second, a normal Amiga runs at .87 MIPS

SCSI/RAM EXPANSION

FOR THE AMIGA 1200

OPTIONAL 68882 FPU



Adding RAM or a hard drive to your Amiga 1200 will have a considerable impact on its speed. The GVP SCSI/RAM allows you to enhance your Amiga 1200 with both. Its SCSI hard drive interface is one of the fastest, whilst its 32-bit RAM upgrade is based on the same technology featured in the best-selling A1230.

- *Built-in, SCSI Hard Drive Interface - Enables 2.5" SCSI Hard Drives to be Connected Inside the A1200 Casing*
- *Optional 8Mb of 32-bit RAM*
- *Optional 68882 Maths Co-processor*

SCSI/RAM BOARD
NOW INCLUDES SCSI KIT FREE OF CHARGE

0Mb RAM	4Mb RAM - NO FPU	4Mb RAM + 33MHz 68882 FPU
NEW! £149	NEW! £349	NEW! £399
INC VAT - HAR 1200	INC VAT - HAR 1204	INC VAT - HAR 1233

MULTI-MEDIA AUTHORING

FOR A1500/A2000/A3000/A4000

ALL-IN-ONE GRAPHICS CARD

Impact Vision 24 is a fully featured video card. Unlike other graphics cards which require you to buy extra modules later, IV24 has everything you could want from a video board built-in!

Included with IV24 is GVP's custom Video Interface Unit (VIU). This gives you more choices for in and outputting video signals than any other Amiga peripheral on the market. VIU-CT splitter provides additional RGB, Y, R-Y and B-Y output.

FREE SOFTWARE WITH IV24

Create stunning 3D rendered images, retouch captured images and wipe between 2 video sources with 50 packaged video transitions for production studio effects. Also included is MacroPaint 2, a powerful 24-bit graphics package which can paint in 16.8 million colours.

- *1.5Mb 24-bit, 16.8 million Colour Buffer*
- *Real-time Frame Grabber/Digitiser*
- *De-interlaced, Video Flicker Fixer*
- *Moveable/Sizeable PIP (Picture-in-Picture)*
- *2 Video Genlock (RGB & Composite)*
- *768 x 580 Resolution*
- *Captured Image Retouching/Processing*
- *Animation/3D Rendering*
- *FREE! Caligari 24, MacroPaint 2, MyLad and Desktop Darkroom Software*

A1500/A2000 ADAPTOR £49.95 - GVA 5224

IV24 inc VIU-S	IV24 inc VIU-CT
~~£1499~~	~~£1899~~
£999	£1299
INC VAT - VID 7024	INC VAT - VID 7124

051193-1100

THE SILICA SERVICE

SILICA 1978 1993 15 YEARS SERVICE TO YOU

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. We can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* A team of technical experts will be at your service.
- *PRICE MATCH:* We match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 15 YEARS:* We have a proven track record in professional computer sales.
- *PART OF A £50M A YEAR COMPANY* With over 200 staff - We are solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts are available. **Tel: 081-308 0888.**
- *SHOWROOMS:* We have demonstration and training facilities at all our stores.
- *THE FULL STOCK RANGE:* All of your requirements are available from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with special offers and full details of hardware, peripherals and software.
- *PAYMENT:* We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SiLiCA

HOT LINE 081-309 1111

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) No Late Night Opening Fax No: 081-308 0608

CROYDON SHOP: Debenhams (2nd Floor), 11-31 North End, Croydon, Surrey, CR9 1RQ **Tel: 081-688 4455**
Opening Hours: Mon-Sat 9.00am-6.00pm Late Night: Thursday - 9pm Fax No: 081-686 4658

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA **Tel: 0702 468039**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm Fax No: 0702 468039

IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH **Tel: 0473 287092**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 9pm Fax No: 0473 287092

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Fax No: 081-309 0017

To: Silica, AMPOW-0294-68, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 68X

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

WHATEVER NEXT?

Regular readers of AMIGA POWER will have learned by now to expect the unexpected and not to believe our confident (yet frequently incorrect) predictions of what the future will bring. Now it's blatantly obvious that we only find out what's going to be in each issue roughly three days before deadline, when we all have to stay until midnight every night, furiously typing away while simultaneously munching delicious Chinese takeaway meals from tin foil cartons, but even so, we've had calls from some quarters to make a regular feature of what'll be in the next issue, rather than half heartedly slotting it away on the back cover.

As you can imagine, it's not a prospect that thrills us, but we're young, we're dynamic, and so we thought we'd give it a whirl. So here we go, launching into a brave experiment inspired by the thrill of the unknown, and not in any way by us being forced to fill an unexpectedly blank page only hours before deadline.Nope. No way.

AMIGA POWER 35 WILL BRING YOU:

REGULAR FEATURES

AMIGA POWER just wouldn't be the same without letters from you, the latest news on hardware and events, a complete rundown of the best games around, and those same five jokes that we dust off and use every month.

HINTS AND TIPS

Game guru Rich Pelley sorts out all those niggly game problems for you, providing he can dig himself out of the mountain of *Frontier* and *Syndicate* tips, that is. Also, with *Cannon Fodder* riding high in the charts, we'll have the first in a series of mammoth playing guides. Hoorah!

PREVIEWS

What's due to come out soon? What games are in the pipeline? All around England and Europe, teams of dedicated programmers are at this very moment shunning regular sleep patterns, exercise and healthy diets to bring us the hit games of the future. We just wish they'd occasionally phone us up and tell us about them. Is that too much to ask?

COMPETITIONS

We just lurve to give you things at Amiga Power. In the last year we've sent people karaoke machines and multigyms, and even whisked them off to places as far away as Denmark, so AP35 will have something in a similar vein. Probably.

REVIEWS

Ah, here's where we run into problems predictin what the future will bring. We know for a fact that you're going to get incisive, well balanced and beautifully sculpted reviews on all the latest releases, but what they're going to be is still a bit of a mystery. We reckon that most game developers don't know themselves when a game's going to be finished.

However, next month we've definitely got *Tornado* from Digital Integration, and the gorgeous looking CD32 adventure *The Labyrinth Of Time*, but what else? Could it be Virgin's long awaited *Apocalypse*, or Empire's *Twilight 2000*, or maybe *Battletoads* from Mindscape? Well, it could be, but there again maybe not. You'll simply have to wait until next month. The same as us.

THE BOTTOM LINE

Blues are new and reds are hot - that's the key to understanding our indispensable guide to the last year's finest in Amiga entertainment.
Well? What exactly are you waiting for? Go ahead and read it then!

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster LB – Linda Barker ● MR – Mark Ramshaw ● MS – Matthew Squires ● RL – Richard Longhurst ● RP – Rich Pelley RR – Ronnie Randall ● SC – Stuart Campbell ● SF – Steve Faragher ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view. ★★★

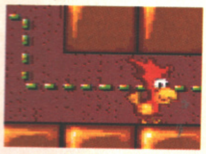
ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

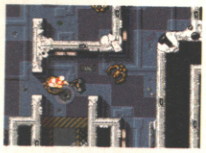
AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day.
★★★★

ALFRED CHICKEN
MIndscape £25.99



AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way.
★★★

ALIEN BREED 2
Team 17 £29.99



AP32 81% CW
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here. ★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99

AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas. ★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

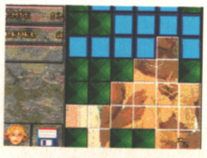
AP27 65% CW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

ARABIAN NIGHTS
Mirage £34.99
AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

B17 FLYING FORTRESS
Microprose £39.99

AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience.
★★★★

BACK SIDES
Emotional Pictures £25.99



AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95

AP27 86% CW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare.
★★★★

BEAVERS
Grandslam £25.99

AP26 71% SC
Adequate cute platform antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special.
★★★

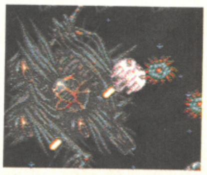
BENEATH A STEEL SKY
Virgin £34.99
AP33 86% CW
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.

★★★★★

BLADE OF DESTINY
US Gold £39.99
AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother. ★★★

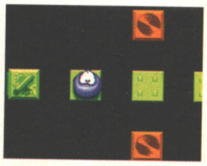
REALMS OF ARKANIA

BLASTAR
Core £25.99



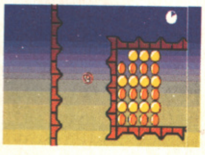
AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad. ★

BLOB
Core Design £25.99



AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

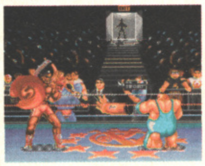
BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
Original and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game

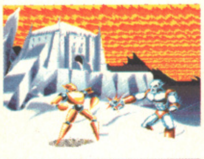
system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS
Team 17 £26.99



AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of lethal accuracy. The only downer is how long you can bash your mates before it gets a bit boring. ★★★★★

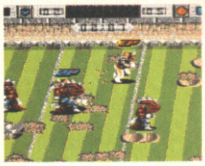
BODY BLOWS GALACTIC
Team 17 £26.99



AP33 72% CW
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.★★★

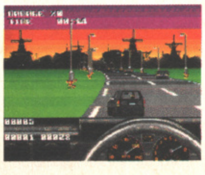
BODY BLOWS GALACTIC
ENHANCED 1200 VERSION
Team 17 £29.99
AP33 79% SM
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeasibly strange contestants.★★★

BRUTAL SPORTS FOOTBALL
Millenium £25.99



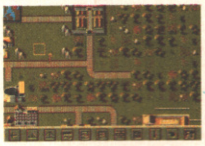
AP32 88% SM
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.★★★★

BURNING RUBBER
Ocean £25.99



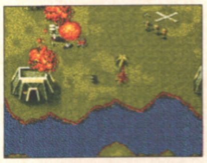
AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun. ★★★★

CAESAR DELUXE
Impressions £29.99



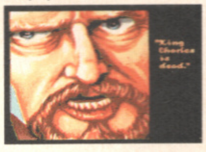
AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans. ★★★

CANNON FODDER
Virgin £29.99



AP32 94% CW
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of startegy, puzzle and arcade action. War will never be this much fun again, allegedly.
★★★★★

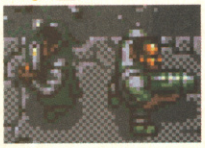
CASTLES 2
Interplay £34.99



AP29 44% CW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game.
★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead.
★★★

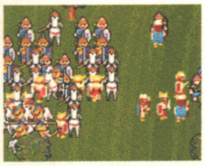
THE CHAOS ENGINE
Renegade £25.99



AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable.
★★★★★

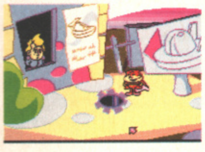
CHUCK ROCK 2 – SON OF CHUCK
Core £25.99
AP24 83% CW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters.
★★★★

COHORT 2
Impressions £29.99



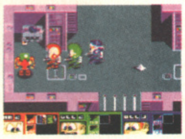
AP26 52% CW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view.
★★

COSMIC SPACEHEAD
Codemasters £25.99



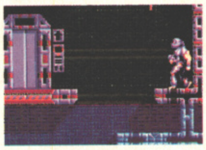
AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.★★★★

CYBERPUNKS
Core £25.99



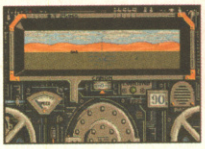
AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game.
★★★

DEEP CORE
ICE £25.99



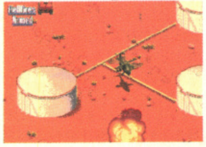
AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.★

D-DAY
US Gold £29.99



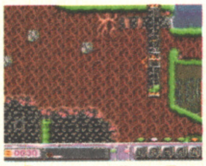
AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on. ★★

DESERT STRIKE
Electronic Arts £29.99



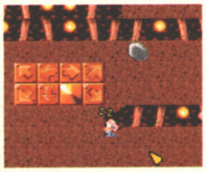
AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DIGGERS CD32
Millennium £29.99



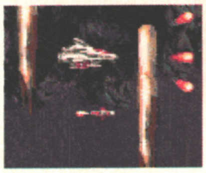
AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it. ★★★

DIGGERS A1200
Millennium £34.99
AP31 72% TN
The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.
★★★



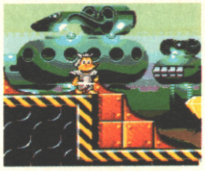
D/GENERATION (CD32 Version)
Mindscape £25.99
AP32 90% SC
Apart from the fact that it uses the joypad to good effect, there's no difference to the original version at all. It's still brilliant though.
★★★★★

DISPOSABLE HEROES
Gremlin £25.99



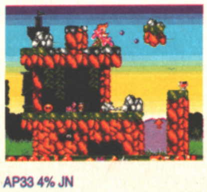
AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*. ★★★

DONK
Supervision £26.99



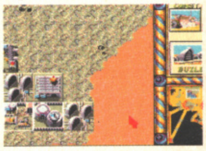
AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well. ★★★

DOOFUS
Prestige £28



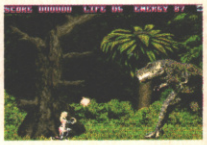
AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly whatever people might think.★

DUNE 2
Virgin £30.99



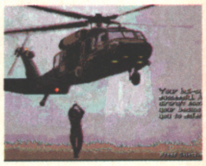
AP28 91% CW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

ENTITY
Loriciel £25.99



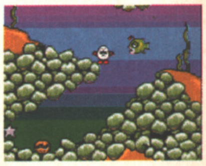
AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

F117A
Microprose £34.99



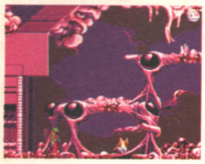
AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.★★★★

FANTASTIC DIZZY
Codemasters £25.99



AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.★★★★

FLASHBACK
US Gold £37.99
AP25 92% CW
Another *Another World*, only this time



the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes.
★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95
AP29 61% SC

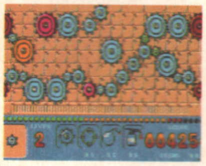
FILE ACTION TABLES OPTIONS
LEEDS 0
RANGERS 1
EUROPEAN CHAMPIONS CUP
OFF SIDE

Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ★★★

FRONTIER: ELITE 2
Gametek £34.99

AP32 65% (A1200 75%) RL
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be. ★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games. ★★★

GENESIA
Mindscape £29.99
AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist

involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

INTELLIGENCE REPORT
MILITARY PURCHASE
TROOP DEPLOYMENT
TROOP MOVEMENT
AIR OFFENSIVE
GROUND OFFENSIVE

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99
AP28 84% TT

At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GLOBDULE
Psygnosis £29.99

AP33 82% DG
The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun.Besides, we like leaping around and sticking to things.
★★★★

GOAL!
Virgin £30.99

AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HIRED GUNS
Psygnosis £29.99

04-56FE Tesseract
MC 128-7 CIM
Mech, 6 years
Combat-infantry series

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game.
★★★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

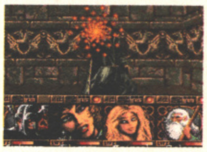
AP26 63% CW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid.
★★

ISHAR 1200
Daze £29.99
AP29 84% DG

Thank you, little lady. Are you coming ?

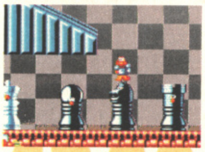
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

ISHAR 2
Silmarils £29.99



AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

JAMES POND 2 - ROBOCOD (CD32 Version)
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you. ★★

JET STRIKE
Rasputin Software £26.99

AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200 VERSION
Ocean £27.99

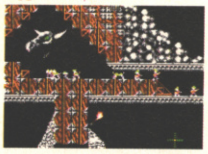
AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.★★★

LEGENDS OF VALOUR
US Gold £39.99

BUSINESS
SERVICE
EXIT

AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright, we suppose.
★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99



AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

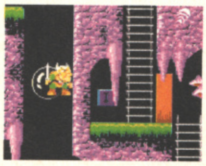
LETHAL XCESS
Eclipse £TBA

AP25 70% CW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either.
★★

LIBERATION: CAPTIVE 2 (CD32 ONLY)
Mindscape £34.99

AP33 91% SF
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in Dungeon Master style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

THE LOST VIKINGS
Interplay £29.99
AP27 87% TT

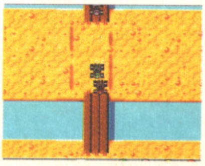


Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'.
★★★★★

MAGIC BOY
Empire £25.99

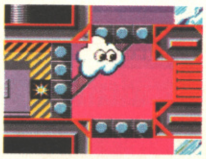
AP33 37%
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small. ★

MICRO MACHINES
Code Masters £25.99



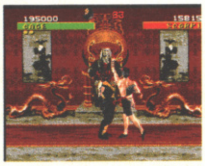
AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MORPH
Millennium £25.99



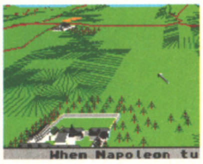
AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★

MORTAL KOMBAT
Virgin £29.99



AP33 86% SC
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

NAPOLEONICS
On-Line £34.99

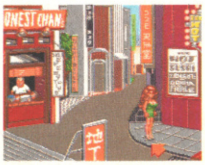


AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

NICK FALDO'S GOLF
Grandslam £34.99
AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

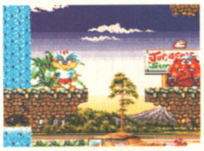
NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though.
★★

NIPPON SAFES
DMI £29.99

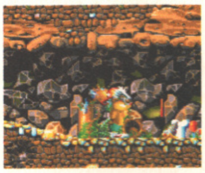


AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

OSCAR (CD32 Version)
Flair £25.99
AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. *Oscar* has a few nice ideas scattered about its many levels but they are far too few and too far apart. ★★

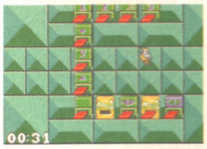


OSCAR
Flair £25.99



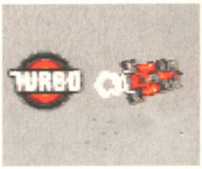
AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

ONE STEP BEYOND
Ocean £19.99



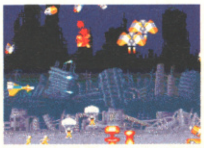
AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS?
★★★★★

OVERDRIVE
Team 17 £25.99

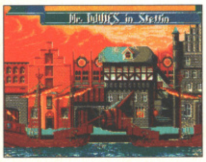


AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99
AP30 84% SC
Fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional personalities.
★★★★

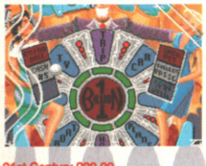


THE PATRICIAN
Daze £29.99



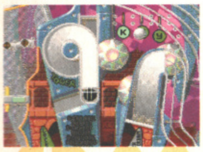
AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PINBALL FANTASIES (A1200 VERSION)



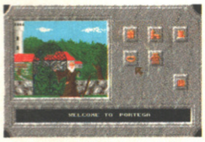
21st Century £29.99
AP32 91% JN
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway.
★★★★★

PINBALL FANTASIES (CD32 Version)



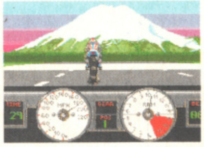
21st Century £29.99
AP32 90% SC
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRACY
ICE £29.99



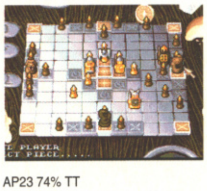
AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PRIME MOVER
Psygnosis £25.99
AP32 22% SC



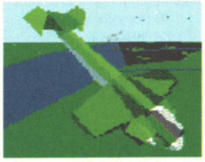
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis - so don't. ★

RAGNAROK
Mirage £34.99



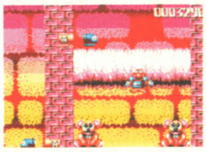
AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not.
★★★

REACH FOR THE SKIES
Virgin £30.99
AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the



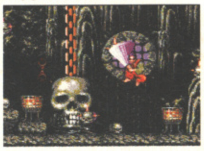
added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun. ★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99



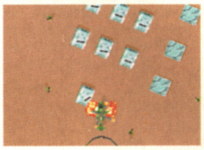
AP28 84% TT
Now, depending on who you believe, *Robocod* is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say.
★★★

SECOND SAMURAI
Psygnosis £29.99



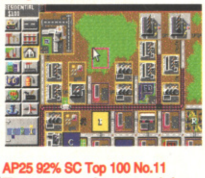
AP32 90% JN
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software TBA



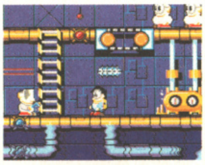
AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, it's fun, it's extremely difficult, it's got good noises and dull graphics.
★★★

SIM CITY DELUXE
Infogrames £29.99



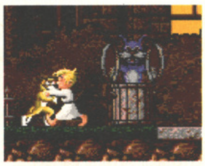
AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SINK OR SWIM
Zeppelin Premier £25.99



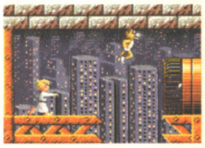
AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

SLEEPWALKER
Ocean £25.99



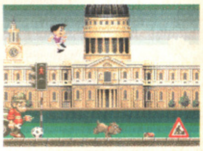
AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it..
★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97



AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Ooooohh.
★★★★

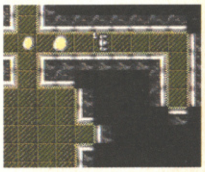
SOCCER KID
Krisalis £29.99



AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★

SPACE HULK
EA £24.99

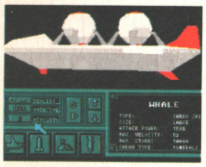


AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

STARDUST
Daze £16.99
AP33 89% SC
Superb looking and eminently enjoyable Asteroids with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets

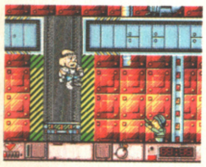
you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours.
★★★★★

SUB
Thalamus £30



AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too.
★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup.
★

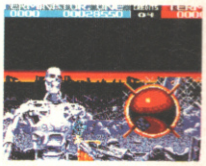
SUPERFROG
Team 17 £26.99

AP26 78% CW
First of a 'new generation' of heavily console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). There's no denying its thoroughly slick and professional presentation, but, for all that, *Superfrog* just seems to lack a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better. ★★★

SYNDICATE
Electronic Arts £34.99

AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha.
★★★★★

T2 - THE ARCADE GAME
Virgin £25.99



AP33 57% SC
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console-beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

THEATRE OF DEATH
Psygnosis £29.99

AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it? ★★★

THE SETTLERS
Kompart £34.99

AP32 88% (A1200 90%) CW
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99

AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there.
★★★★

TRANSARCTICA
Silmarils £29.99
AP23 64% CW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff.
★★

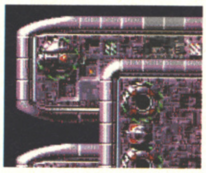
TROLLS (ENHANCED 1200 VERSION)
Flair £25.99

AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TURRICAN 3
Renegade £25.99
AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from

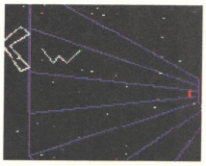
platforms and leap bottomless ravines. If you liked *Turrican 2*, then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons. ★★★

URIDIUM 2
Renegade £25.99



AP31 78% SM
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★

VEKTOR STORM
Inova Games £29.99



AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

WALKER
Psygnosis £29.99

AP24 85% CW Top 100 No.58
Strut around in a huge metallic blue chicken and kill practically everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster.
★★★★

WAR IN THE GULF
Empire £29.99
AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and

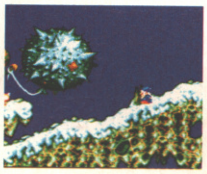
simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing.
★★★★

WHALE'S VOYAGE
Flair £29.99

I AM NOT INTERESTED IN TALKING TO YOU

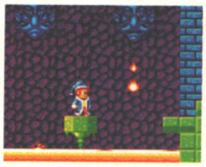
AP27 59% CW
Hugely sophisticated RPG/ adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

WIZ 'N' LIZ
Psygnosis £29.99



AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

WOODY'S WORLD
Vision £25.99



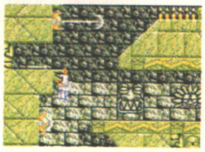
AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. Coincidence or magic? You decide. Anyway, there's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is.
★★★

WORLDS OF LEGEND
Mindscape £25.99
AP26 81% CW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only

Enemy
1.Give
2.Attac
Zothem Runecaster
Gold: 100

this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it.
★★★★

YO! JOE!
Hudson Soft £26.99

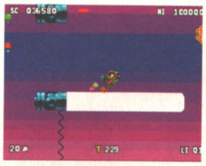


AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200.
★★★★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. Zool 2 is well worth buying.
★★★★

AMIGA POWER BACK ISSUES

1 May 1991
Reviewed: *Eye Of The Beholder, Cybercon 3, Gods.* **On the disk:** *Bombuzal*, complete!*

2 June 1991
Reviewed: *Megatraveller* and *Monkey Island!* **On the disk:** *Kid Gloves* – the complete game!

3 July 1991
Reviewed: *F-15 Strike Eagle 2, Deuteros* and *Toki.* **On the disk:** *Exile, Prehistorik* and great PD!*

4 August 1991
Reviewed: *Jimmy White's Snooker* – and more! **On the disk:** *Beast Busters, The Executioner* and PD!*

5 September 1991
Lemmings preview. *Mega lo Mania* reviewed. **On the disk:** *Barbarian 2,* plus five great PD games!*

6 October 1991
Reviewed: *Midwinter 2, Magic Pockets, Rodland.* **On the disk:** *Rolling Ronny, Captain Planet.**

7 November 1991
Reviewed: *F1 Grand Prix, Blues Brothers, Lotus 2, Robocod.* **On the disk:** *Leander, Video Kid.**

8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

10 February 1992
Reviewed: *RoboCop 3, Another World, Leander* and more! **On the disk:** *Mr Wobbly Leg* PD etc.

12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

17 September 1992
Reviewed: *Premiere, Bug Bomber, Fascination.* **Double Disk:** *Top Secret, Beast Master, Dynamo.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien^3, Lionheart.* **On the disk:** *Alien^3, Arabian Nights.*

23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

24 April 1993
Reviewed: *Lemmings 2, Chuck Rock 2, Walker.* **On the disk:** *Dong Extreme Violence*

25 May 1993
Reviewed: *Desert Strike, Flashback* and *Arabian Nights.* **On the disk:** *Beavers* and *Entity*

26 June 1993
Reviewed: *Goal!, Worlds Of Legend, Superfrog.* **On the disk:** *Graham Gooch Cricket, Defender.*

27 July 1993
Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and PD.

28 August 1993
Reviewed: *Syndicate, Yo! Joe!, Dune 2, Global Gladiators.* **On the disk:** *Stardust Tunnel, Pong.*

29 September 1993
Reviewed: *One Step Beyond, Soccer Kid, Blob.* **On the disk:** *F117A Stealth Fighter, Blob.*

30 October 1993
Reviewed: *Hired Guns, Micro Machines, Overkill, Diggers, Dogfight.* **On the disk:** *Skidmarks, Poing*

31 November 1993
Reviewed: *Overdrive, Oscar, Wiz'n'Liz.* **Double disk:** *Cannon Fodder, Brutal Sports Football.*

32 December 1993
Reviewed: *Cannon Fodder, Frontier, Second Samurai.* **Double disk:** *Nipper, Wiz 'n' Liz, Cyberpunks.*

33 January 1994
Reviewed: *Mortal Kombat, T2 Arcade, Jurassic Park.* **Triple disk:** *T2 Arcade, Globdule, Seek & Destroy*

Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible.

SPEND!

Essential Amiga goodies – go on, treat yourself!

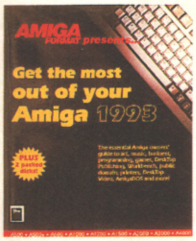
AMIGA POWER T-SHIRT

All-new style in slate grey ("The colour of television, tuned to a dead channel") with an AP logo on the front and a slogan on the back. Available in two sizes, so please tick the appropriate box on the coupon:
Large – APOTL
Extra Large – APOTX.

£9.99

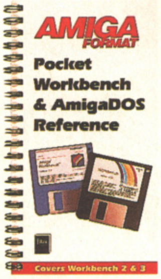
KNOWLEDGE IS.. POWER

BOOKS! BOOKS! BOOKS!

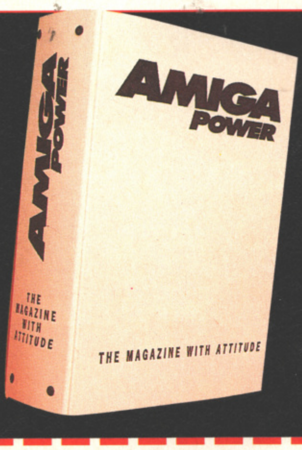


GET THE MOST OUT OF YOUR AMIGA 1993
Workbench, AmigaDOS, games, desktop publishing… the complete Amiga encyclopaedia.Comes with two utilities disks.
Price: £19.95
Order code: FLB009A

POCKET WORKBENCH & AMIGADOS REFERENCE
Workbench menus, preferences, tools and utilities – plus a complete AmigaDOS 2 & 3 command reference section. The essential Amiga companion.
Price: £9.95
Order code: FLB017A



ULTIMATE AMOS
The ultimate Amiga games creation package just got the ultimate user guide! Packed with working examples. Includes a disk.
Price: £19.95
Order code: FLB025



BINDER

Do you suffer with ragged, dog-eared old mags? Do you wish you'd looked after them better? Even if you don't, why not keep your copies of Britain's best-selling Amiga games magazine pristine and perfect in one of these lovely-looking binders? They're gorgeous, they're white and they're finished with a smart royal blue logo.
Just the thing to give your home a touch of class.

£4.95

RETURN THE COUPON BELOW OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Send me the following things as soon as you can...

AMIGA POWER BACK ISSUES

3	4	5	6	7	8	10	12	13	14
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

£4.00 EACH (including P&P)

15	16	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

VIDEO £4.99 EACH ☐ *Please indicate the number you require*
AMIGA POWER BINDER £4.95 EACH ☐ *Please indicate the number you require*
AMIGA POWER T-SHIRT £9.99 EACH ☐ **APOTL** ☐ **APOTX**
☐ *Please indicate the number you require*
GET THE MOST OUT OF YOUR AMIGA 1993 £19.95 ☐ **FLB009A**
POCKET WORKBENCH & AMIGADOS REFERENCE £9.95 ☐ **FLB017A**
ULTIMATE AMOS £19.95 ☐ **FLB025**
Remember to include all items indicated in the cost. **TOTAL COST £** ____________

Please allow 28 days for delivery of your goods
EC customers registered for VAT, please quote your registration number.
Please tick here if you do not wish to receive direct mail from other companies ☐

METHOD OF PAYMENT *please indicate*

☐ ☐ **CHEQUES** *payable to Future Publishing Ltd*
card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
expires ☐☐☐☐

Signature ____________
Name ____________
Address ____________
____________ Post Code ____________
Telephone No ____________

Enclose this coupon (together with your cheque if applicable) in an envelope to:

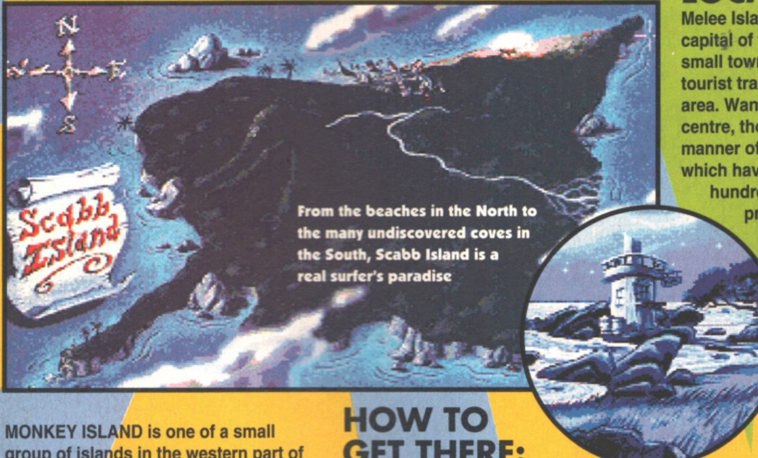
AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR

THIS COUPON IS VALID UNTIL 31 JANUARY 1994 **AP/MAG/0194**

WISH YOU WERE HERE

It's come to our attention that this is the time of year when people like to have their minds taken off the cold and miserable weather by hearing about all the lovely and glamorous places they could go on holiday in six months' time. No, we don't understand either, but we'd hate you to feel left out or underprivileged, so we're going to join in. Of course, this being an Amiga games magazine, we've got some slightly 'different' locations in mind...

NO.1 GET AWAY FROM IT ALL ON MONKEY ISLAND



From the beaches in the North to the many undiscovered coves in the South, Scabb Island is a real surfer's paradise

MONKEY ISLAND is one of a small group of islands in the western part of the Caribbean. The most populated of the islands, though, and the one on which most tourists spend the majority of their time, is Melee Island, a quaint and old-fashioned place full of rickety wooden shacks and smuggler's caves.

You can easily cast your memory back a few hundred years and imagine huge bands of bloodthirsty pirates quaffing grog and counting their ill-gotten gains in the seedy taverns littering the island, such as the once-notorious Scumm Bar.

HOW TO GET THERE:

Go directly west across the Atlantic, then turn left at Albuquerque and keep going. You can't miss it.

CLIMATE:

The archipelago's strangest feature is the permanent cloud cover (due to a bizarre atmospheric quirk caused by a combination of equatorial magnetic fields and the Gulf Stream), which shrouds the islands in perpetual twilight. This does, of course, have the beneficial side effect of ensuring 24-hours-a-day nightlife.

LOCAL AMENITIES:

Melee Island is the administrative capital of the region, and it's a bustling small town with all the shops and tourist traps you'd expect from the area. Wander just a little from the town centre, though, and you'll find all manner of genuine working businesses which have remained unchanged for hundreds of years. Stan, the aged proprietor of Stan's Previously Owned Vessels, is the great-great-great grandson of the first Stan who, legend has it, sold the notorious Captain LeChuck his first ever pirate ship in the late 1400s.

FLORA AND FAUNA:

There isn't a great deal of indigenous wildlife on the Monkey Islands, but it's well worth taking a trip to the Governor's mansion on Melee Island to see the last remaining pack of Piranha Poodles on the American continent. This endangered breed has been driven almost into extinction by hunters who remove their razor-sharp teeth and sell them to tourists as lucky-charm necklaces.

Plant life abounds, but take care not to get lost wandering around in the maze-like leafy forest areas.

BEACHES:

Golden sandy beaches are everywhere around the islands, and the clear blue Caribbean waters are a joy to behold. Watch out if swimming, though, for shoals of deadly Poodle Piranhas.

ENTERTAINMENT:

The world-famous Fetucinni Brothers Circus performs twice a day in its permanent home on Melee Island. The Scumm Bar is also home to Fido, the world's most celebrated talking dog.

ACCOMODATION:

Strangely for such a popular tourist locale, the islands are not blessed with any major hotels. Your best bet is to enquire at some of the inns on Hook Island or around the various docks, but try to avoid the busy fishing season.

TRANSPORT:

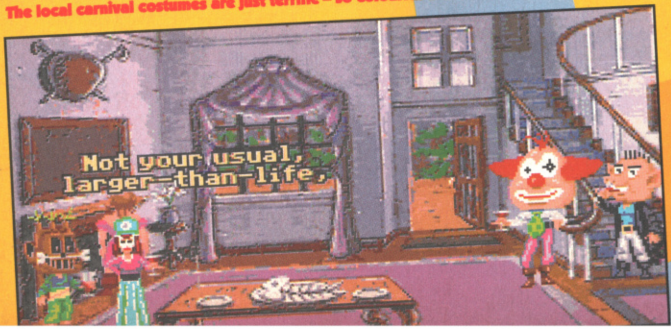
The islands are all quite small, and most places can easily be reached by foot. Travelling between the islands is easily managed on any of the cruising ships which flit to and fro several times daily, and are worth a trip even if you don't really want to go anywhere, because they're all constructed like 15th-century pirate hulks, with the crew dressed accordingly.

COST:

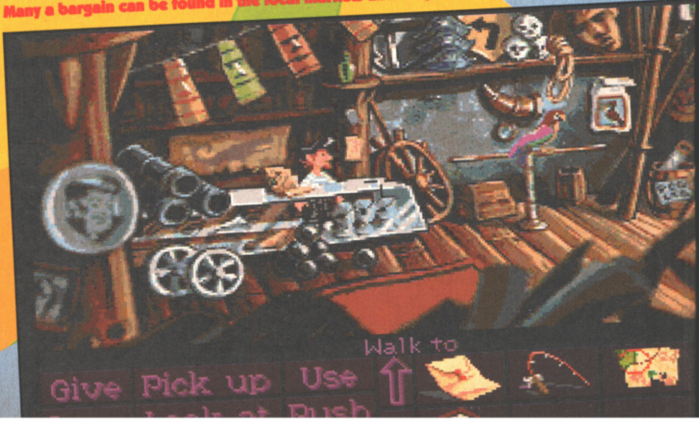
You can spend an unlimited amount of time in the islands for a once-only payment of £16.99 at your local Kixx-approved travel agent.

Have a nice trip.

The local carnival costumes are just terrific – so colourful and flamboyant.



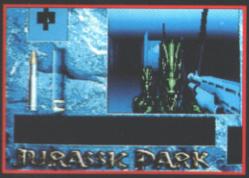
Many a bargain can be found in the local markets and shops. Don't forget to haggle.

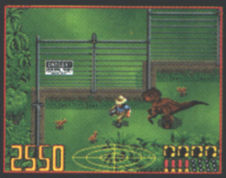


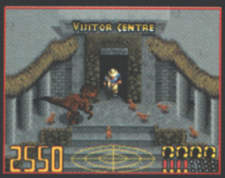
JP
TM
JURASSIC PARK
TM
TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

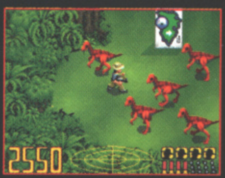
WHEN THE STREET JUST AINT TOUGH ENOUGH...

GO PLAY IN THE PARK


JURASSIC PARK




VISITOR CENTRE
2550



IF IT'S NOT JURASSIC PARK IT'S EXTINCT

JURASSIC PARK GAMEPLAY HELPLINE

ALL CALLS ARE CHARGED AT 36 PENCE PER MINUTE CHEAP RATE AND 48 PENCE PER MINUTE AT ALL OTHER TIMES. THE MAXIMUM LENGTH OF A CALL WILL COST £2.40.
PLEASE OBTAIN PERMISSION TO CALL FROM THE PERSON WHO PAYS THE BILL.

CALL: 0839 654154

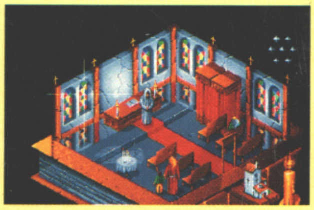
AVAILABLE IN THE UK ONLY.
ALL CHARGES AND SERVICES CORRECT AT TIME OF PRINTING 24.7.93.
OCEAN SOFTWARE LTD. 2 CASTLE STREET, CASTLEFIELD, MANCHESTER,M3 4LZ. ENGLAND

FOR ENQUIRIES TEL: (0902) 640 027, OR FAX: (0902) 640 029
S.O.S. HELPLINE UNIT 29, THE CHUBB BUILDINGS, FRYER STREET, WOLVERHAMPTON, WV1 1HT.

ocean®

PC COMPATIBLES
CBM AMIGA
GAME BOY
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Nintendo
ENTERTAINMENT SYSTEM

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650



Genesia - a game of creation and power for 1 to 3 players.

The owner of a small land, you must expand and develop your population to become the most significant in the world of Genesia. In 5 worlds, each requiring unique strategies, you must manage everything, from food and water to employment and taxes.

Will you conquer the lands of your 2 opponents, or form an alliance with them in an attempt to recover the seven missing jewels?

Only with a strong economy, powerful army and new technology will you fulfil your ambitions.

90% - TILT
90% - JOYSTICK MEGASTAR
89% - GENERATION 4

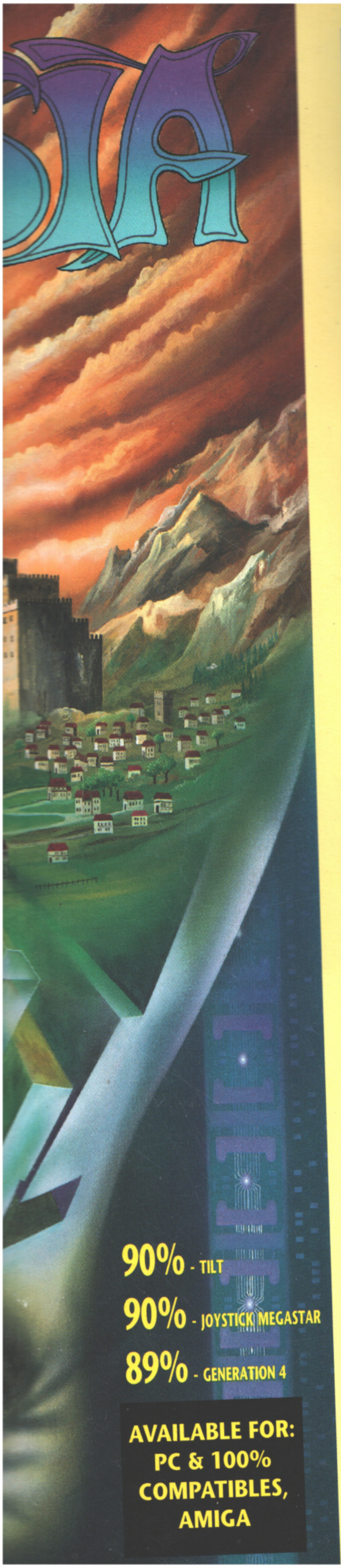
**AVAILABLE FOR:
PC & 100%
COMPATIBLES,
AMIGA**

MICROÏDS

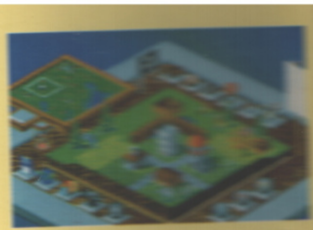
MINDSCAPE

Mindscape International Ltd.,
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex RH15 9PQ
Tel: 0444 246333
Fax: 0444 248996

© 1993 Microids. All Rights Reserved.



**AVAILABLE FOR:
PC & 100%
COMPATIBLES,
AMIGA**



Genesia - a game of creation and power for 1 to 3 players.

The owner of a small land, you must expand and develop your population to become the most significant in the world of Genesia. In 5 worlds, each requiring unique strategies, you must manage everything, from food and water to employment and taxes.

Will you conquer the lands of your 2 opponents, or form an alliance with them in an attempt to recover the seven missing jewels?

Only with a strong economy, powerful army and new technology will you fulfil your ambitions.

MINDSCAPE

Mindscape International Ltd.,
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex RH15 9PQ
Tel: 0444 246333
Fax: 0444 248996

© 1993 Microids. All Rights Reserved.

AMIGA POWER ISSUE 34 FEBRUARY 1994

COOL AS HELL

A MAGAZINE WITH ATTITUDE

STAY

YOURS WITH ISSUE 34 OF AMIGA POWER

2 GAMES ON THIS DISK

COOL SPOT

You ain't never seen nothing this cool. A taster of summer happiness to help you through those winter blues.

SMIDGE

disk 34

Fun PD platformer that's better than most full-price games.

AMIGA POWER

YOURS WITH ISSUE 34 OF AMIGA POWER

2 GAMES ON THIS DISK

LAMBORGHINI AMERICAN CHALLENGE

Vrooom and lots of other speedy words are what's needed to describe this ace driving game.

GORF

disk 34

That arcade classic in full. It's enough to make you blub into your beer.

AMIGA POWER